TopDeck™ PRESENTS

Pokémon®

TRADING CARD GAME

neo genesis™

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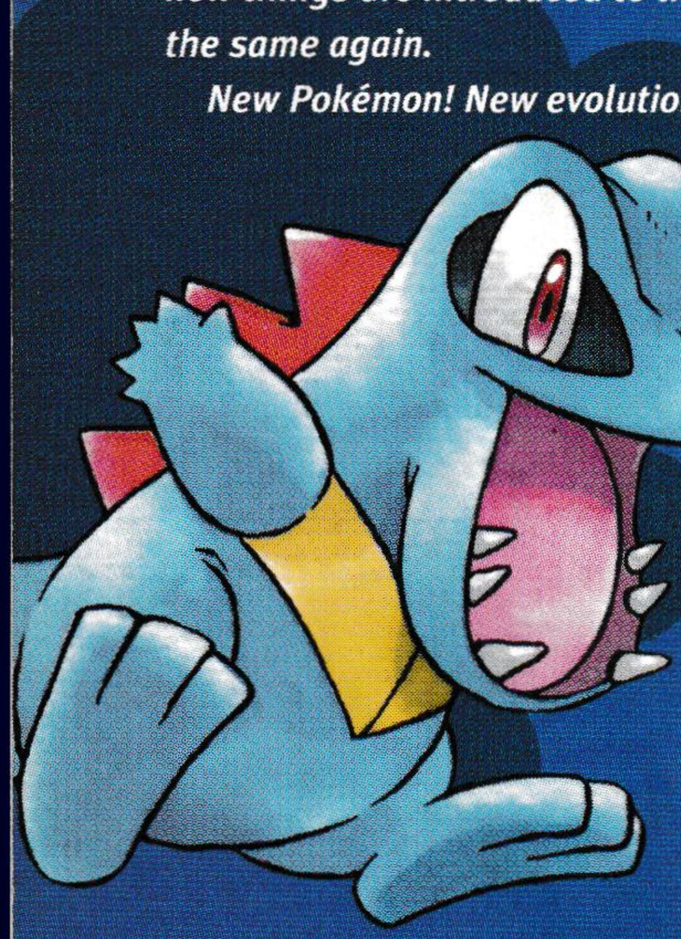
neo genesis™

Pokémon Reborn!

by Master Trainer Mike Gills

I looked up neo and genesis in the dictionary and found the following: neo is defined as "new and different" while genesis *is "the coming into being of something; the origin." Boy did Webster's get* that *right! With the release of the 111-card* Neo Genesis *expansion for the* **Pokémon** *TCG, a lot of new things are introduced to the game, and it will never be the same again.*

New Pokémon! New evolutions for old Pokémon! Baby Pokémon (and boy, are they cute)! New Energy types! Pokémon Tools! Wow! It's a whole new game environment out there, and whether you're a new player or an old one, there will be plenty to learn and plenty of new strategies to discover.



151 Wasn't Enough?

One of the most exciting developments of the *Neo* sets is the introduction of 99 new Pokémon. "Gotta catch 'em all" has taken on a whole new meaning. *Neo Genesis* has versions of 59 of these new Pokémon. The rest will come out in future expansions.

These new and powerful Pokémon will change the balance of the game. Look at Feraligatr, for example. Its Downpour Pokémon Power allows you to discard as much Water Energy from your hand as you want. You can then use Riptide, which does 10 damage plus 10 more damage for each Water Energy in your discard pile. Plus, you get to reshuffle all of that Water Energy back into your deck! Suddenly, running out of cards seems less of a worry.

BEST OF THE BEST

There are so many good cards in the Neo Genesis *set, it's hard to pick favorites, but these are among the best of the best.*

COLORLESS—LUGIA

Lugia
90 HP
Elemental Blast Discard a Energy card, a Energy card, and a Energy card attached to Lugia in order to use this attack.
90

One of the most popular *Neo* Pokémon due to its role in *Pokémon: The Movie 2000*, Lugia is a fairly decent card to play as well. 90 Hit Points is pretty darn good for a Basic Pokémon and its attack *does* 90 points damage! The down side is that Elemental Blast needs three different Energy types to use and you have to discard them when you attack. Lugia is cool but only so-so in game play.

Or check out cute little Mareep. Use its Static Electricity attack to search your deck for a Lightning Energy card for each Mareep in play and attach it. On your next turn evolve Mareep into Flaaffy and use its Discharge attack, which can do 30 damage for each Lightning card attached! This cute Wool Pokémon has a shocking personality.

Cuter than Cute

Among the new Pokémon in the *Neo Genesis* set are the *cutest* of them all—Baby Pokémon. The *Genesis* set gives you Baby versions of Clefairy (Cleffa), Electabuzz (Elekid), Magmar (Magby) and, the cutest of them all, Pichu (the Baby version of fan favorite Pikachu). They certainly have the "awwww" factor going for them, but just wait until you try them in your deck! These Baby Pokémon are tough!

Baby Pokémon have low Hit Points (30), which sounds risky, but they also have a special defense. If a Baby is your Active Pokémon, your opponent must first flip a coin before he or she attempts to attack it. If tails, your opponent's attack fails *and his or her turn ends!*

All four Baby Pokémon in this set also have great attacks and powers. Pichu's Zzzap attack does 20 damage to each Pokémon in play that has a Pokémon Power! Magby's Sputter attack causes all Pokémon Powers to stop working until the end of your next turn. Elekid's Playful Punch power lets you attack from the Bench. But it's Cleffa that has seen the most play in Japan. Its Eeeeeeek attack has you shuffle your hand back into your deck and then draw a new hand of 7 cards! All for just ✪!

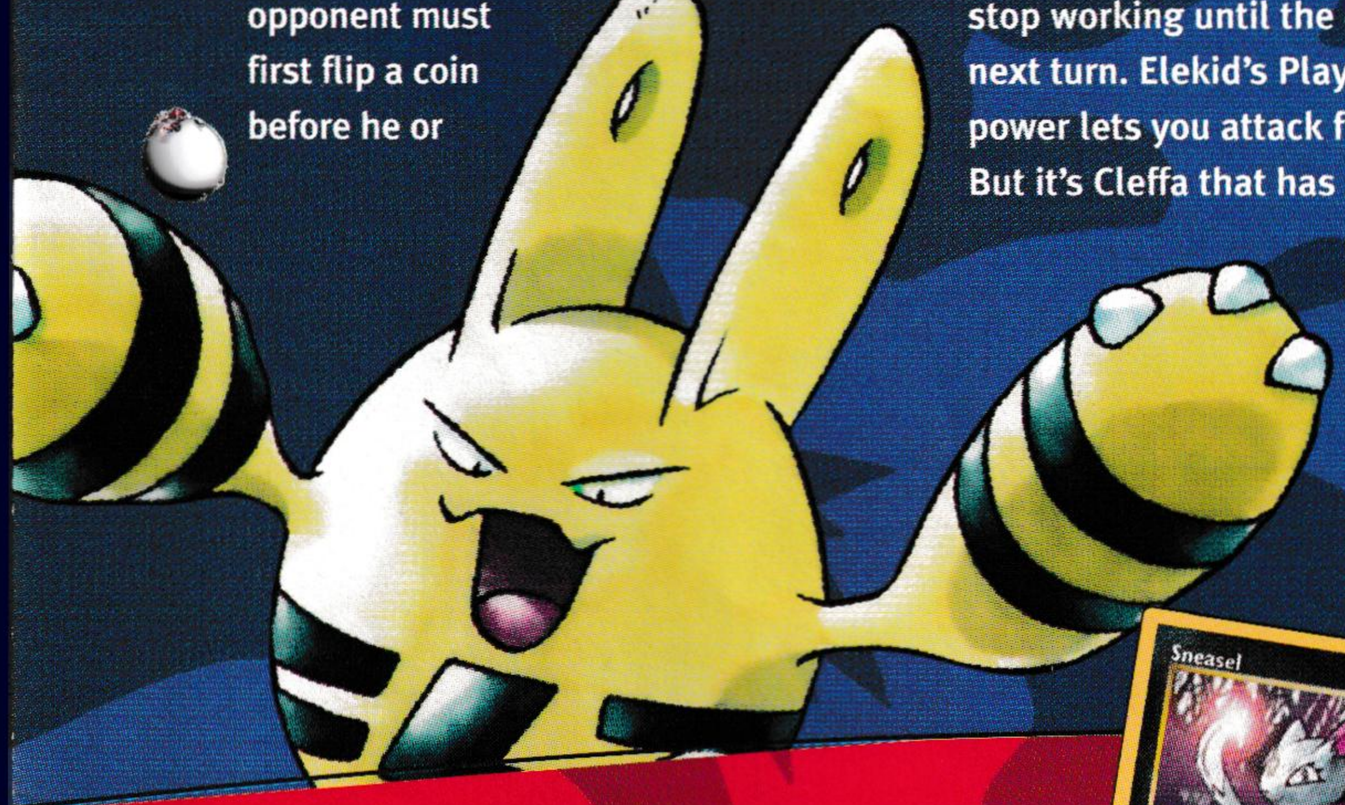
These cuties can evolve into their Basic Pokémon counterparts (which actually makes those Pokémon Evolved Pokémon instead of Basic Pokémon) but the Baby Pokémon are so good you might just want to keep them the way they are.

Six Becomes Eight

Neo Genesis also introduces two brand-new Energy types (with their own Pokémon) to the game. Named Darkness and Metal in the English *Neo* sets, these Energy cards can be attached to any Pokémon and give a bonus to attack (for Darkness) or defense (for Metal). However, if you attach these new Energy cards to Pokémon of a different type, then something bad will happen to that Pokémon.

Darkness Pokémon are not the same as the Dark Pokémon that were released in the *Team Rocket* set. These are Darkness Energy Pokémon, whereas the earlier ones were simply mischievous Pokémon raised by Team Rocket. The *Team Rocket* Dark Pokémon do not take damage from Darkness Energy, however.

While only two Pokémon of each Energy type were released in this first *Neo* set, we can expect to see more of them in future expansions.



DARKNESS—SNEASEL

One of two Darkness Pokémon in this set, Sneasel is pretty powerful. It has no Retreat Cost, Resistance to Psychic Pokémon, and 60 Hit Points—all in a Basic Pokémon. With Darkness Energy attached, Sneasel can even take down Chansey in one attack! Beat Up has you flip a coin for each Pokémon you have in play. For each heads, the attack does 20 damage *and* you can get an additional 10 damage for each Darkness Energy attached. Darkness Energy is not basic Energy, though, so you'll need ways to find them quickly.

FIGHTING—DONPHAN

Neo Genesis didn't add many Fighting Pokémon, but Donphan is one worth checking out. Its Flail attack is decent because Donphan can have a lot of damage counters on it before getting Knocked Out. But it is the Rapid Spin attack that makes Donphan a real threat. For ✊✊✊, this attack does 50 damage *and* if that isn't enough to Knock Out the opposing Pokémon you get to switch it with one off your opponent's Bench. A high Retreat Cost is Donphan's main weakness.

COMBOS TO LOOK INTO

Clefairy & Feraligatr

Load your hand up with Water Energy cards by using Clefairy's Squaredance attack (flip a number of coins equal to the number of Pokémon in play, and for each heads you may search your deck for one basic Energy card and put it into your hand). On your next turn, retreat Clefairy and bring up Feraligatr. Use its Downpour Pokémon Power to discard all of those Water Energy cards, and then attack with its Riptide attack to do massive damage and reshuffle the Water Energy back into your deck. Wash, rinse, and repeat.

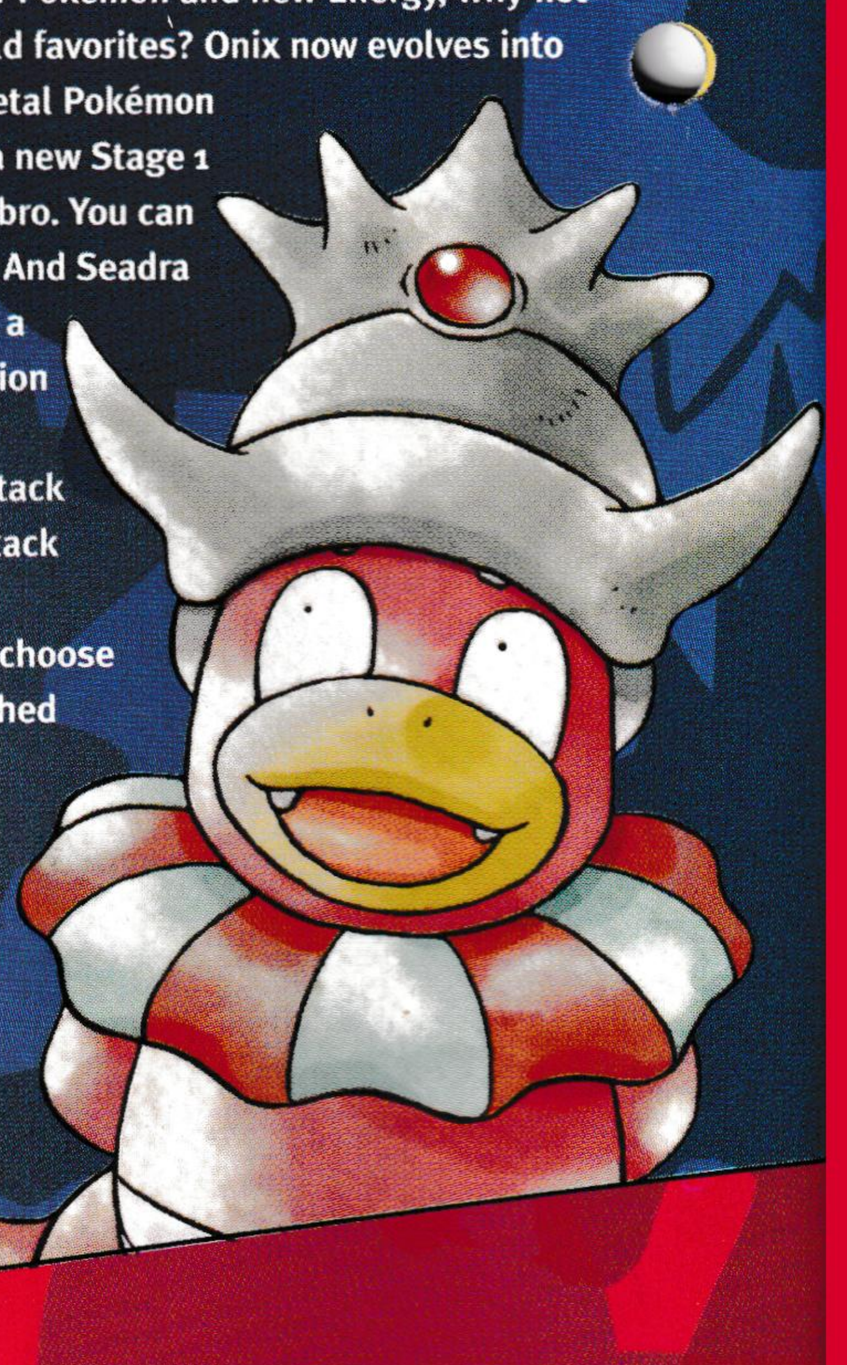
Slowking & Chaos Gym

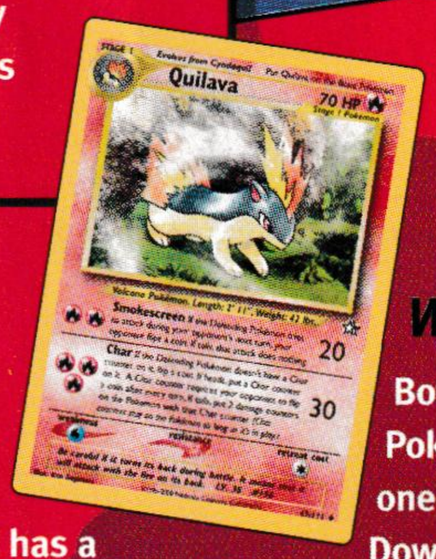
Want to make it very hard for your opponent to use any Trainer cards at all? Combine Slowking's Mind Games Pokémon Power with the Chaos Gym Stadium card from the *Gym Challenge* set. With these two cards in play, your opponent must flip a heads and then a tails on two coin flips to use any Trainer card. Otherwise your opponent either loses that card or you get to play it. Cool, huh?

An Evolution Revolution

So far *Neo* has added new Pokémon and new Energy, why not new Evolution cards for old favorites? Onix now evolves into Steelix, one of the two Metal Pokémon in the set. Slowpoke has a new Stage 1 Evolution to go with Slowbro. You can choose Slowking instead. And Seadra now evolves into Kingdra, a brand-new Stage 2 Evolution with 90 Hit Points and a strong Dragon Tornado attack (50 damage and if this attack does *not* Knock Out the Defending Pokémon, you choose one of the opposing Benched Pokémon and switch it with the Defending Pokémon).

More new Evolution cards will appear in upcoming sets as well.





FIRE—QUILAVA

This Stage 1 Pokémon introduces a new type of counter—Char counters. Its Char attack does 30 damage and has a 50–50 chance of adding a Char counter to the Defending Pokémon. At the end of each turn, a player must flip a coin for every Char counter on his or her Pokémon and put two damage counters on that Pokémon for each tails! Char counters stay on the Pokémon as long as it stays in play as well, so Gust up that Blastoise your opponent keeps on the Bench and get a couple of Char counters on it. Even if it retreats, you can still damage it every turn!

WATER—FERALIGATR

Both versions of this Big Jaw Pokémon are powerful, but its second one has an extra bonus. First use its Downpour power to discard as much Water Energy from your hand as you'd like. Then use its Riptide attack, which does 10 damage plus 10 more damage for each Water Energy in your discard pile. Then you get to shuffle all of those Water Energy cards from your discard pile back into your deck! Feraligatr's 120 Hit Points will keep it in play and allow you to Riptide your way through your opponent's Pokémon with ease.

LIGHTNING—PICHU

Sure to be voted the cutest Pokémon ever, Pichu is also a great card to play. First, it has the great Baby Pokémon defense (if it's Active your opponent must get a heads on a coin flip to attack Pichu; on a tails the attack fails and that player's turn ends). Second, Pichu's Zzzap attack is pretty strong. For ✱, Zzzap does 20 damage to all Pokémon in play that have a Pokémon Power, and you don't apply Weakness or Resistance! Take *that*, Aerodactyl!

Wait! There's More

Neo Genesis also gives us an entirely new type of Trainer card. Pokémon Tools are Trainer cards that you can attach to a Pokémon and that stick around until they are triggered. In *Neo Genesis*, we get various Tools that can heal damage, remove status effects, or even prevent a Pokémon from being Knocked Out!

Phew! New Pokémon. New Energy cards. New Trainer cards. Is that all? There's all that and more! *Neo Genesis* throws in new versions of old favorites like Pikachu and Magmar, more great Trainer cards like Mary and Professor Elm, and new Stadium cards like Ecogym and Sprout Tower!

Wow! I said it before, and I'll say it again, the *Neo Genesis* set brings an all-new level of strategy and excitement to the **Pokémon** trading card game! 2001 is going to be a great Poké-year!

Master Trainer Mike likes the Neo Genesis *set so much, he wrote an additional four pages for this article. We had to keep him sedated for his own good until the set came out.*

PSYCHIC—SLOWKING

Slowking gives you another option when evolving Slowpoke. Its Mind Blast attack is decent, but check out Slowking's Pokémon Power. Mind Games says that whenever your opponent plays a Trainer card, you may flip a coin. On a heads, that Trainer card does nothing and your opponent must put it back on top of his or her deck. So you can stop a Trainer card and make your opponent draw that card again. With a whopping 80 Hit Points, Slowking makes playing Slowbro worthwhile.

METAL—STEELIX

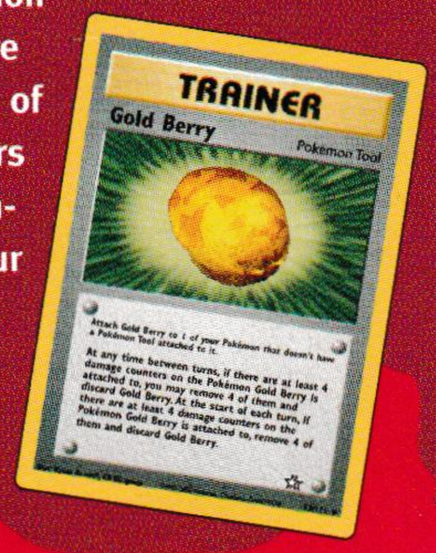
Steelix is one of the new Metal Pokémon, *and* it's a new Evolution card (for Onix). Steelix corrects one of Onix's weaknesses with a better attack (Tail Crush can do up to 50 damage). Plus, with 110 Hit Points and Resistance to Grass, it still makes a good stall card. And, for each Metal Energy card you attach to Steelix, you get to subtract 10 damage from any attacks against it. Steelix can sit up front and absorb damage for a long time.

GRASS—BAYLEEF

Neo Genesis has added several interesting new attack effects, and this version of Bayleef has one. Its Pollen Shield attack does 30 damage for ●●● *and* also prevents Bayleef from being affected by any Sleep, Confusion, Paralysis, or Poison effects on your opponent's turn. Bayleef is a good Pokémon to use against decks that rely on these effects.

TRAINERS—GOLD BERRY

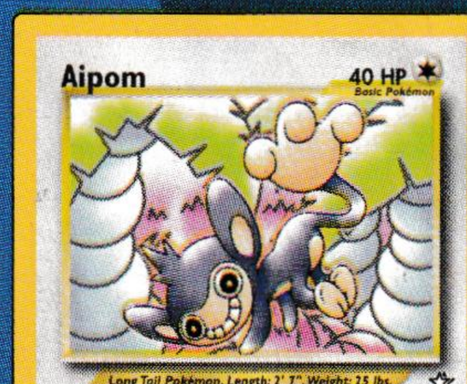
Gold Berry is one of the new Pokémon Tools. Far better than a Super Potion, this Trainer card stays attached to a Pokémon until it has four or more damage counters on it. Then, at the end of any turn, the Gold Berry triggers and removes four damage counters. Gold Berry helps keep your Pokémon safe, and you don't have to discard an Energy card for a Super Potion.


TRAINER
Gold Berry
Pokémon Tool
Attach Gold Berry to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it.
At any time between turns, if there are at least 4 damage counters on the Pokémon Gold Berry is attached to, you may remove 4 of them and discard Gold Berry. At the start of each turn, if there are at least 4 damage counters on the Pokémon Gold Berry is attached to, remove 4 of them and discard Gold Berry.

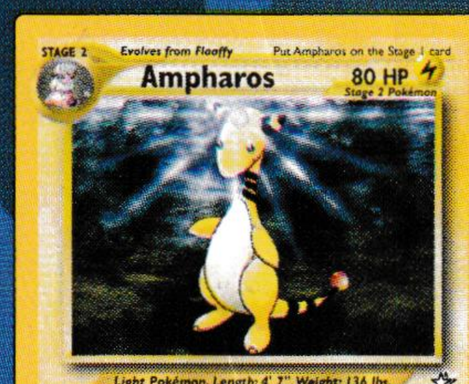
ENERGY—DARKNESS & METAL

If you attach Darkness Energy to a Pokémon that is not the right type, that Pokémon gets a damage counter at the end of every turn for *each one attached*. For Metal, the drawback is that non-Metal Pokémon deal less damage. On the plus side, their benefits are also cumulative (for Darkness add 10 damage to an attack that does damage, and for Metal subtract 10 damage from attacks against that Pokémon). These effects make Darkness and Metal Pokémon especially worth playing.

Am-Ch neo genesis™


Aipom
40 HP
Basic Pokémon
Long Tail Pokémon. Length: 2' 7", Weight: 25 lbs.
Pilfer Shuffle Aipom and all cards attached to it into your deck. Flip a coin. If heads, shuffle a card from your discard pile into your deck.
Tail Rap Flip 2 coins. This attack does 10 damage times the number of heads. 10x
weakness
resistance
-30
retreat cost
Its tail is so powerful that it can use it to grab a tree branch and hold itself up in the air. LV. 18 #190
Illus. Hiroobu Yoshida
©1995-2000 Nintendo, Creatures, GAMEFREAK
26/111

26/111 ◆


STAGE 2
Evolves from Flaaffy
Put Ampharos on the Stage 1 card
Ampharos
80 HP
Stage 2 Pokémon
Light Pokémon. Length: 4' 7", Weight: 136 lbs.
Gigaspark Flip a coin. If heads, the Defending Pokémon is now Paralyzed and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40
weakness
resistance
retreat cost
The tail's tip shines brightly and can be seen from far away. It acts as a beacon for lost people. LV. 40 #181
Illus. Ken Sugimori
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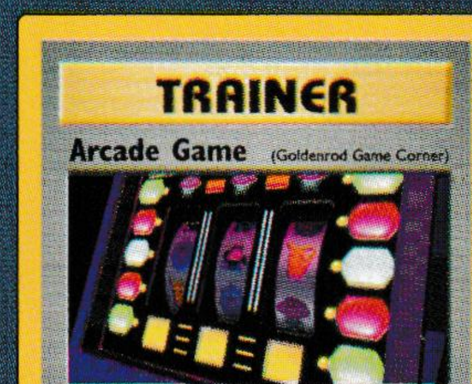
1/111

1/111 ★


TRAINER
Arcade Game (Goldenrod Game Corner)
Shuffle your deck, then reveal the top 3 cards of it. If at least 2 of those cards share the same name, put all of the ones with that name into your hand and shuffle the rest into your deck. If none of them do, shuffle all 3 into your deck.
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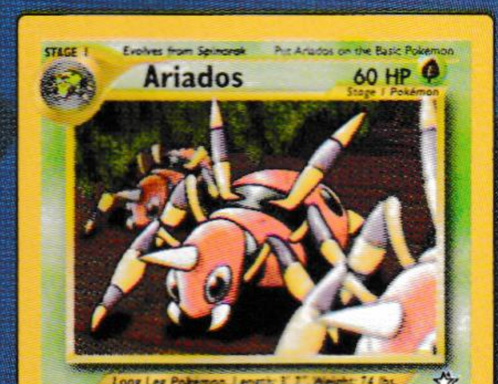
83/111

83/111 ★


STAGE 1
Evolves from Spinarak
Put Ariados on the Basic Pokémon
Ariados
60 HP
Stage 1 Pokémon
Long Leg Pokémon. Length: 3' 7", Weight: 74 lbs.
Spider Web Flip a coin. If heads, the Defending Pokémon can't retreat. (Benching or evolving that Pokémon ends this effect.)
Poison Bite If this attack damages the Defending Pokémon, the Defending Pokémon is now Poisoned and you remove a number of damage counters from Ariados equal to half that damage (rounded up to the nearest 10). If Ariados has fewer damage counters than that, remove all of them. 20
weakness
resistance
retreat cost
It spins string not only from its rear but also from its mouth. It is hard to tell which end is which. LV. 29 #168
Illus. Ken Sugimori
27/111

27/111 ◆

STAGE 1
Evolves from Marill
Put Azumarill on the Basic Pokémon
Azumarill
70 HP
Stage 1 Pokémon
Aquarabbit Pokémon. Length: 2' 7", Weight: 63 lbs.
Tackle 20
Bubble Shower Flip a coin. If heads, the Defending Pokémon is now Paralyzed and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
weakness
resistance
retreat cost
By keeping still and listening intently, it can tell what is in even wild, fast-moving rivers. LV. 29 #184
Illus. Ken Sugimori
©1995-2000 Nintendo, Creatures, GAMEFREAK
2/111

2/111 ★

STAGE 1
Evolves from Chikorita
Put Bayleef on the Basic Pokémon
Bayleef
70 HP
Stage 1 Pokémon
Leaf Pokémon. Length: 3' 11", Weight: 35 lbs.
Poisonpowder Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20
Pollen Shield During your opponent's next turn, Bayleef can't become Asleep, Confused, Paralyzed, or Poisoned. (All other effects of attacks, Pokémon Powers, and Trainer cards still happen.) 30
weakness
resistance
retreat cost
A spicy aroma emanates from around its neck. The aroma acts as a stimulant to restore health. LV. 22 #153
Illus. Ken Sugimori
©1995-2000 Nintendo, Creatures, GAMEFREAK
28/111

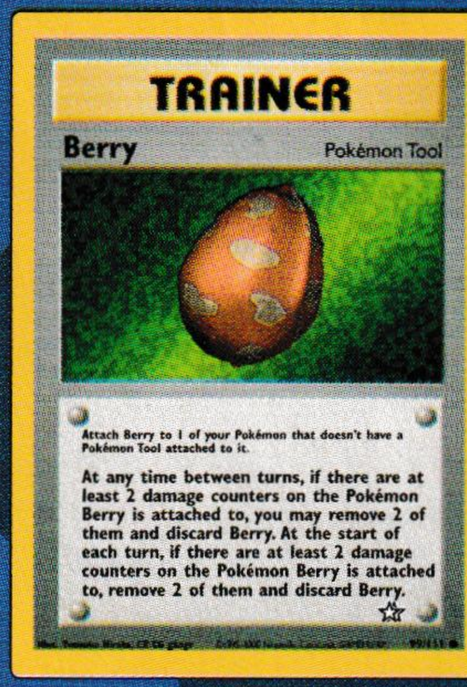
28/111 ◆

STAGE 1
Evolves from Chikorita
Put Bayleef on the Basic Pokémon
Bayleef
80 HP
Stage 1 Pokémon
Leaf Pokémon. Length: 3' 11", Weight: 35 lbs.
Sweet Scent Flip a coin. If heads and if any of your Pokémon have any damage counters on them, then remove 2 damage counters from 1 of them (or 1 if it only has 1). If tails and if any of your opponent's Pokémon have any damage counters on them, choose 1 of them and remove 2 damage counters from it (or 1 if it only has 1).
Double Razor Leaf Flip 2 coins. This attack does 40 damage times the number of heads. 40x
weakness
resistance
retreat cost
The scent of spices comes from around its neck. Somehow, sniffing it makes you want to fight. LV. 39 #153
Illus. Ken Sugimori
©1995-2000 Nintendo, Creatures, GAMEFREAK
29/111

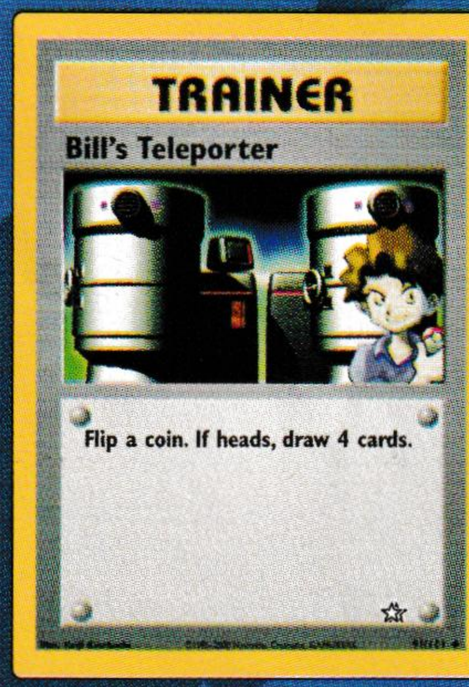
29/111 ◆

STAGE 2
Evolves from Gloom
Put Bellossom on the Stage 1 card
Bellossom
70 HP
Stage 2 Pokémon
Flower Pokémon. Length: 1' 4", Weight: 13 lbs.
Sweet Nectar Flip a coin. If heads, remove all damage counters from 1 of your Pokémon.
Flower Dance Does 30 damage times the number of cards with Bellossom in their names that you have in play (including this one). 30x
weakness
resistance
retreat cost
Graceful in the tropics. When it dances, its petals rub together and make a pleasant ringing sound. LV. 36 #182
Illus. Atsuko Nishida
©1995-2000 Nintendo, Creatures, GAMEFREAK
3/111

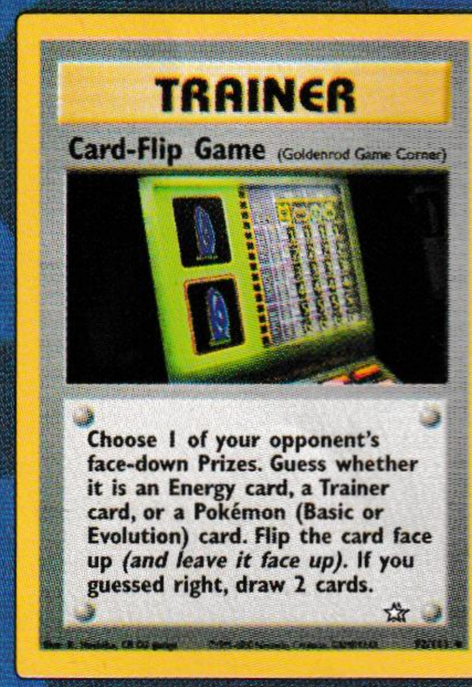
3/111 ★


TRAINER
Berry
Pokémon Tool
Attach Berry to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it.
At any time between turns, if there are at least 2 damage counters on the Pokémon Berry is attached to, you may remove 2 of them and discard Berry. At the start of each turn, if there are at least 2 damage counters on the Pokémon Berry is attached to, remove 2 of them and discard Berry.
99/111

99/111 ●



91/111 ◆


TRAINER
Card-Flip Game (Goldenrod Game Corner)
Choose 1 of your opponent's face-down Prizes. Guess whether it is an Energy card, a Trainer card, or a Pokémon (Basic or Evolution) card. Flip the card face up (and leave it face up). If you guessed right, draw 2 cards.
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92/111

92/111 ◆

Chikorita
40 HP
Basic Pokémon
Leaf Pokémon. Length: 2' 11", Weight: 14 lbs.
Tackle 10
Deflector During your opponent's next turn, whenever Chikorita takes damage, divide that damage in half (rounded down to the nearest 10). (Any other effects still happen.)
weakness
resistance
retreat cost
A sweet aroma gently wafts from the leaf on its head. It is docile and loves to soak up the sun's rays. LV. 12 #152
Illus. Mieya Kimura
©1995-2000 Nintendo, Creatures, GAMEFREAK
53/111

53/111 ●

On the next nine pages, you will find the entire Neo Genesis *card set (except for basic Energy cards). The cards are arranged in alphabetical order. Underneath each card you will see the card number and the rarity symbol.*

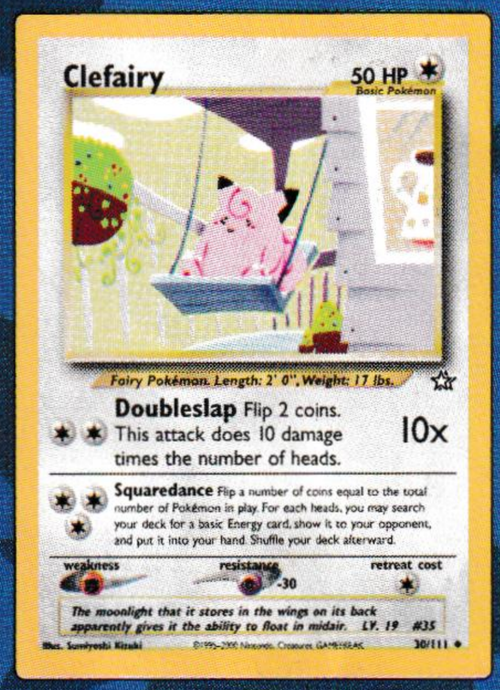
CARD ENCYCLOPEDIA

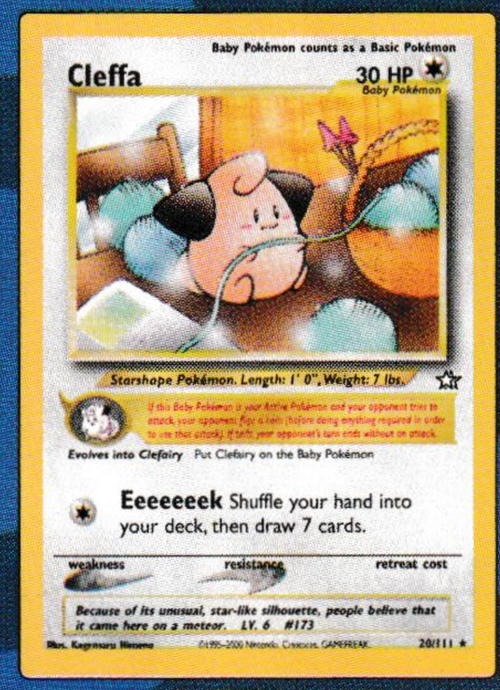
RARITY LEGEND

☆ Rare Holofoil ★ Rare ◆ Uncommon ● Common

Chikorita
50 HP
Basic Pokémon
Leaf Pokémon. Length: 2' 11", Weight: 14 lbs.
Growl If the Defending Pokémon attacks Chikorita during your opponent's next turn, any damage done to Chikorita is reduced by 10 (before applying Weakness and Resistance). (Benching or evolving either Pokémon ends this effect.)
Razor Leaf 20
weakness
resistance
retreat cost
Its pleasantly aromatic leaves have the ability to check the humidity and temperature. LV. 19 #152
Illus. Ken Sugimori
54/111 ●

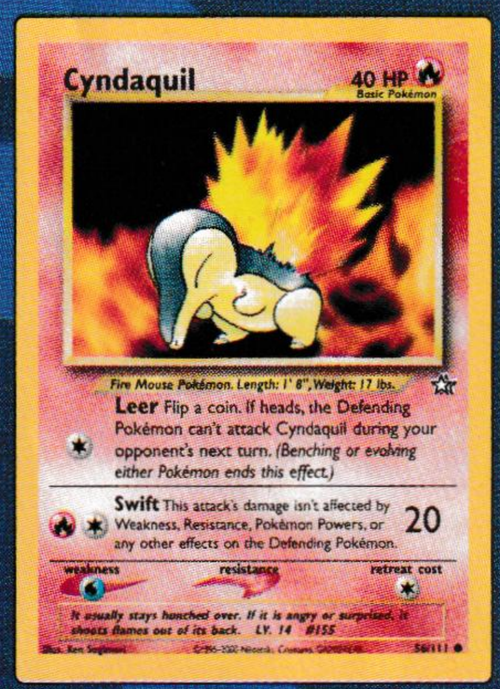
Chinchou
50 HP
Basic Pokémon
Angler Pokémon. Length: 1' 8", Weight: 26 lbs.
Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.
Flail Does 10 damage times the number of damage counters on Chinchou. 10x
weakness
resistance
retreat cost
It shoots positive and negative electricity between the tips of its two antennae and zaps its enemies. LV. 12 #170
Illus. Ken Sugimori
55/111 ●


Clefairy
50 HP
Basic Pokémon
Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.
Doubleslap Flip 2 coins. This attack does 10 damage times the number of heads. 10x
Squaredance Flip a number of coins equal to the total number of Pokémon in play. For each heads, you may search your deck for a basic Energy card, show it to your opponent, and put it into your hand. Shuffle your deck afterward.
weakness
resistance
-30
retreat cost
The moonlight that it stores in the wings on its back apparently gives it the ability to float in midair. LV. 19 #35
Illus. Sumiyoshi Kitaki
30/111 ◆

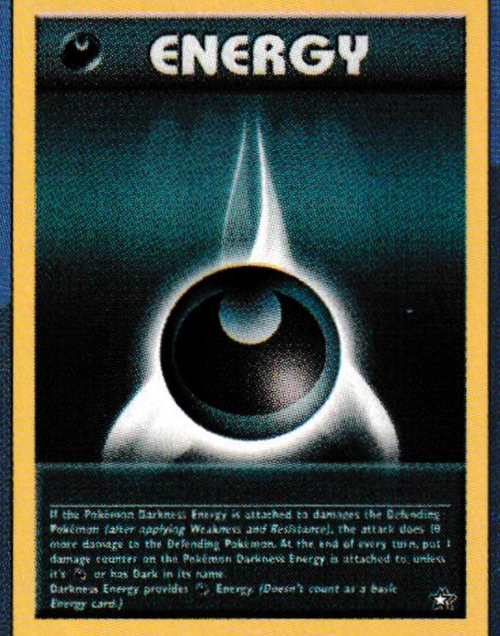

Baby Pokémon counts as a Basic Pokémon
Cleffa
30 HP
Baby Pokémon
Starshape Pokémon. Length: 1' 0", Weight: 7 lbs.
If this Baby Pokémon is your Active Pokémon and your opponent tries to attack, your opponent flips a coin before doing anything required in order to use that attack. If tails, your opponent's turn ends without an attack.
Evolves into Clefairy Put Clefairy on the Baby Pokémon
Eeeeeeek Shuffle your hand into your deck, then draw 7 cards.
weakness
resistance
retreat cost
Because of its unusual, star-like silhouette, people believe that it came here on a meteor. LV. 6 #173
Illus. Kagemaru Himeno
20/111 ★

STAGE 1
Evolves from Totodile Put Croconaw on the Basic Pokémon
Croconaw
70 HP
Stage 1 Pokémon
Big Jaw Pokémon. Length: 3' 7", Weight: 55 lbs.
Screech Until the end of your next turn, if an attack damages the Defending Pokémon (after applying Weakness and Resistance), that attack does 20 more damage to the Defending Pokémon.
Jaw Clamp Until the end of your opponent's next turn, as long as Croconaw is your Active Pokémon, the Defending Pokémon can't retreat, and if the effect of an attack, Pokémon Power, or Trainer card would change that player's Active Pokémon, that part of the effect does nothing. 30
weakness
resistance
retreat cost
If it loses a fang, a new one grows back in its place. There are always 48 fangs lining its mouth. LV. 34 #159
31/111 ◆

STAGE 1
Evolves from Totodile Put Croconaw on the Basic Pokémon
Croconaw
80 HP
Stage 1 Pokémon
Big Jaw Pokémon. Length: 3' 7", Weight: 55 lbs.
Tackle 20
Sweep Away Discard the top 3 cards from your deck. 50
weakness
resistance
retreat cost
It opens its huge jaws wide when attacking. If it loses any fangs while biting, they grow back in. LV. 41 #159
32/111 ◆


Cyndaquil
40 HP
Basic Pokémon
Fire Mouse Pokémon. Length: 1' 8", Weight: 17 lbs.
Leer Flip a coin. If heads, the Defending Pokémon can't attack Cyndaquil during your opponent's next turn. (Benching or evolving either Pokémon ends this effect.)
Swift This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. 20
weakness
resistance
retreat cost
It usually stays hunched over. If it is angry or surprised, it shoots flames out of its back. LV. 14 #155
56/111 ●

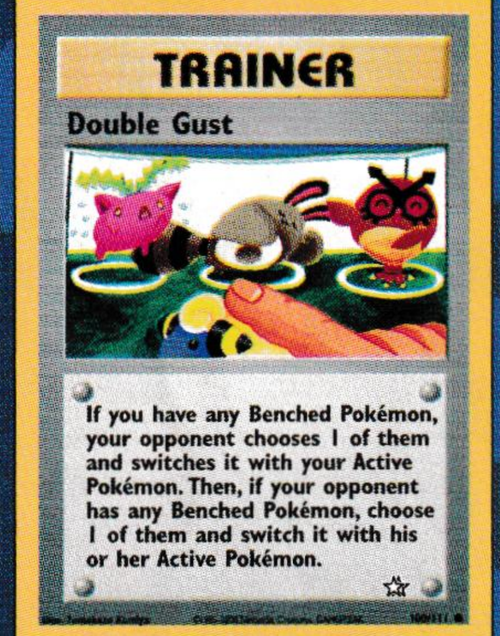
Cyndaquil
50 HP
Basic Pokémon
Fire Mouse Pokémon. Length: 1' 8", Weight: 17 lbs.
Fireworks Flip a coin. If tails, discard 1 Energy card attached to Cyndaquil. 20
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage. 10+
weakness
resistance
retreat cost
It is timid and always curls itself up in a ball. If attacked, it flares up its back for protection. LV. 21 #155
57/111 ●


ENERGY
If the Pokémon Darkness Energy is attached to damages the Defending Pokémon (after applying Weakness and Resistance), the attack does 10 more damage to the Defending Pokémon. At the end of every turn, put 1 damage counter on the Pokémon Darkness Energy is attached to, unless it's ● or has Dark in its name.
Darkness Energy provides ● Energy. (Doesn't count as a basic Energy card.)

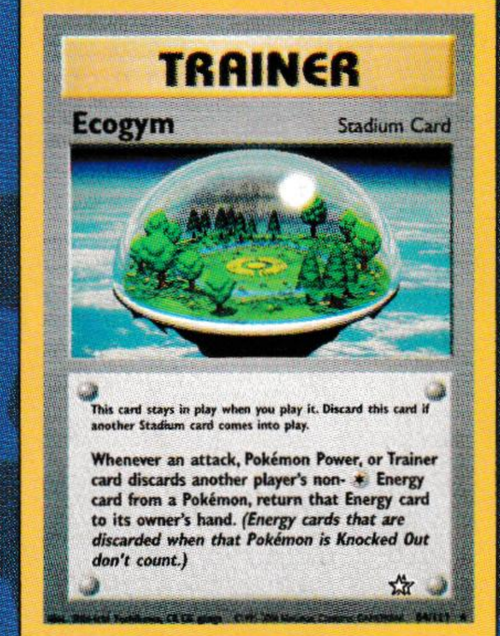
104/111 ★

STAGE 1
Evolves from Phanpy Put Donphan on the Basic Pokémon
Donphan
70 HP
Stage 1 Pokémon
Armor Pokémon. Length: 3' 7", Weight: 265 lbs.
Flail Does 10 damage times the number of damage counters on Donphan. 10x
Rapid Spin If your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with his or her Active Pokémon, then, if you have any Benched Pokémon, you switch 1 of them with your Active Pokémon. (Do the damage before switching the Pokémon.) 50
weakness
resistance
-30
retreat cost
It has sharp, hard tusks and a rugged hide. Its tackle is strong enough to knock down a house. LV. 34 #232
21/111 ★

21/111 ★


TRAINER
Double Gust
If you have any Benched Pokémon, your opponent chooses 1 of them and switches it with your Active Pokémon. Then, if your opponent has any Benched Pokémon, choose 1 of them and switch it with his or her Active Pokémon.

100/111 ●


TRAINER
Ecogym
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Whenever an attack, Pokémon Power, or Trainer card discards another player's non-● Energy card from a Pokémon, return that Energy card to its owner's hand. (Energy cards that are discarded when that Pokémon is Knocked Out don't count.)

84/111 ★

EI–GI

neo genesis™

NEO GENESIS™ CARD ENCYCLOPEDIA

Electabuzz
70 HP
Basic Pokémon
Electric Pokémon. Length: 3' 7", Weight: 66 lbs.
Punch 20
Swift This attack's damage isn't affected by Weakness, Resistance, Pokémon Powers, or any other effects on the Defending Pokémon. 30
weakness
resistance
retreat cost
Electricity runs across the surface of its body. In darkness, its entire body glows a whitish-blue. LV. 38 #125
Illus. Shin-ichi Yoshida
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33/111

33/111 ◆

Baby Pokémon counts as a Basic Pokémon
Elekid
30 HP
Baby Pokémon
Electric Pokémon. Length: 2' 0", Weight: 52 lbs.
If this Baby Pokémon is your Active Pokémon and your opponent tries to attack, your opponent flips a coin (before doing anything required in order to use that attack). If tails, your opponent's turn ends without an attack.
Evolves into Electabuzz Put Electabuzz on the Baby Pokémon
Pokémon Power: Playful Punch Once during your turn (before your attack), you may flip a coin. If heads, do 20 damage to your opponent's Active Pokémon. (Apply Weakness and Resistance.) Either way, this ends your turn. This power can't be used if Elekid is Asleep, Confused, or Paralyzed.
weakness
resistance
retreat cost
It rotates its arms to generate electricity, but it tires easily, so it charges up only a little bit. LV. 6 #239
Illus. Miki Tanaka
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22/111

22/111 ★

TRAINER
Energy Charge
Flip a coin. If heads, shuffle up to 2 Energy cards from your discard pile into your deck.
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85/111

85/111 ★

STAGE 2
Evolves from Croconaw
Put Feraligatr on the Stage 1 card
Feraligatr
100 HP
Stage 2 Pokémon
Big Jaw Pokémon. Length: 7' 7", Weight: 196 lbs.
Pokémon Power: Berserk When you play Feraligatr from your hand, flip a coin. If heads, discard the top 5 cards from your opponent's deck. If tails, discard the top 5 cards from your deck.
Chomp Flip a number of coins equal to the number of damage counters on Feraligatr. This attack does 50 damage plus 10 more damage for each heads. 50+
weakness
resistance
retreat cost
When it bites with its massive and powerful jaws, it shakes its head and savagely tears its victim up. LV. 56 #160
Illus. Ken Sugimori
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4/111

4/111 ★

STAGE 2
Evolves from Croconaw
Put Feraligatr on the Stage 1 card
Feraligatr
120 HP
Stage 2 Pokémon
Big Jaw Pokémon. Length: 7' 7", Weight: 196 lbs.
Pokémon Power: Downpour As often as you like during your turn (before your attack), you may discard a Energy card from your hand. This power can't be used if Feraligatr is Asleep, Confused, or Paralyzed.
Riptide Does 10 damage plus 10 damage times the number of Energy cards in your discard pile. Then, shuffle all Energy cards from your discard pile into your deck. 10+
weakness
resistance
retreat cost
It is hard for it to support its own weight out of water, so it gets down on all fours. But it moves fast. LV. 69 #160
Illus. Ken Sugimori
©1995–2000 Nintendo, Creatures, GAMEFREAK
5/111

5/111 ★

STAGE 1
Evolves from Maree
Put Flaaffy on the Basic Pokémon
Flaaffy
60 HP
Stage 1 Pokémon
Wool Pokémon. Length: 2' 7", Weight: 29 lbs.
Discharge Discard all Energy cards attached to Flaaffy in order to use this attack. Flip a number of coins equal to the number of Energy cards you discarded. This attack does 30 damage times the number of heads. 30x
Electric Current Take 1 Energy card attached to Flaaffy and attach it to 1 of your Benched Pokémon. If you have no Benched Pokémon, discard that Energy card. 20
weakness
resistance
retreat cost
As a result of storing too much electricity, it develops patches where even downy wool won't grow. LV. 26 #180
Illus. Ken Sugimori
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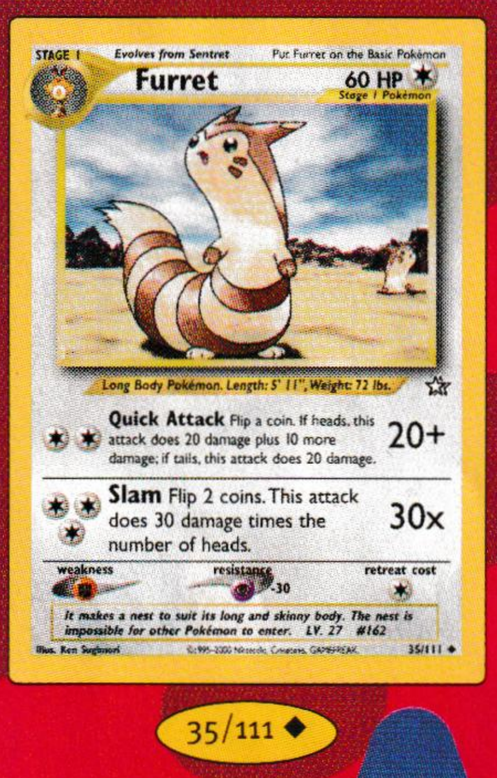
34/111

34/111 ◆

TRAINER
Focus Band
Pokémon Tool
Attach Focus Band to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it.
If the Pokémon Focus Band is attached to would be Knocked Out by your opponent's attack, flip a coin. If heads, that Pokémon is not Knocked Out and its remaining HP become 10 instead. Then, discard Focus Band.
86/111

86/111 ★


STAGE 1
Evolves from Sentret
Put Furret on the Basic Pokémon
Furret
60 HP
Stage 1 Pokémon
Long Body Pokémon. Length: 5' 11", Weight: 72 lbs.
Quick Attack Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. 20+
Slam Flip 2 coins. This attack does 30 damage times the number of heads. 30x
weakness
resistance -30
retreat cost
It makes a nest to suit its long and skinny body. The nest is impossible for other Pokémon to enter. LV. 27 #162
Illus. Ken Sugimori
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35/111

35/111 ◆

Girafarig
60 HP
Basic Pokémon
Long Neck Pokémon. Length: 4'11", Weight: 91 lbs.
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Girafarig. 10
Psybeam Flip a coin. If heads, the Defending Pokémon is now Confused. 20
weakness
resistance
retreat cost
Its tail has a small brain of its own. Beware! If you get close, it may react to your scent and bite. LV. 36 #203
58/111

58/111 ●

Gligar
60 HP
Basic Pokémon
Flycorpio Pokémon. Length: 3' 7", Weight: 143 lbs.
Poison Sting Flip a coin. If heads, the Defending Pokémon is now Poisoned. 10
Slash 20
weakness
resistance -30
retreat cost
It flies straight at its target's face, then clamps down on the startled victim to inject poison. LV. 31 #207
59/111

59/111 ●

STAGE 1
Evolves from Oddish
Put Gloom on the Basic Pokémon
Gloom
60 HP
Stage 1 Pokémon
Weed Pokémon. Length: 2' 7", Weight: 19 lbs.
Strange Powder Flip a coin. If heads, the Defending Pokémon is now Confused. If tails, the Defending Pokémon is now Asleep. 20
Sticky Nectar Flip a coin. If heads, this attack does 20 damage plus 10 more damage and, until the end of your opponent's next turn, as long as Gloom is your Active Pokémon, the Defending Pokémon can't retreat, and if the effect of an attack, Pokémon Power, or Trainer card would change that player's Active Pokémon, that part of the effect does nothing. If tails, this attack does 20 damage. 20+
weakness
resistance
retreat cost
What appears to be drool is actually sweet honey. It is very sticky and clings stubbornly if touched. LV. 26 #44
Illus. Mitsuhiro Arita
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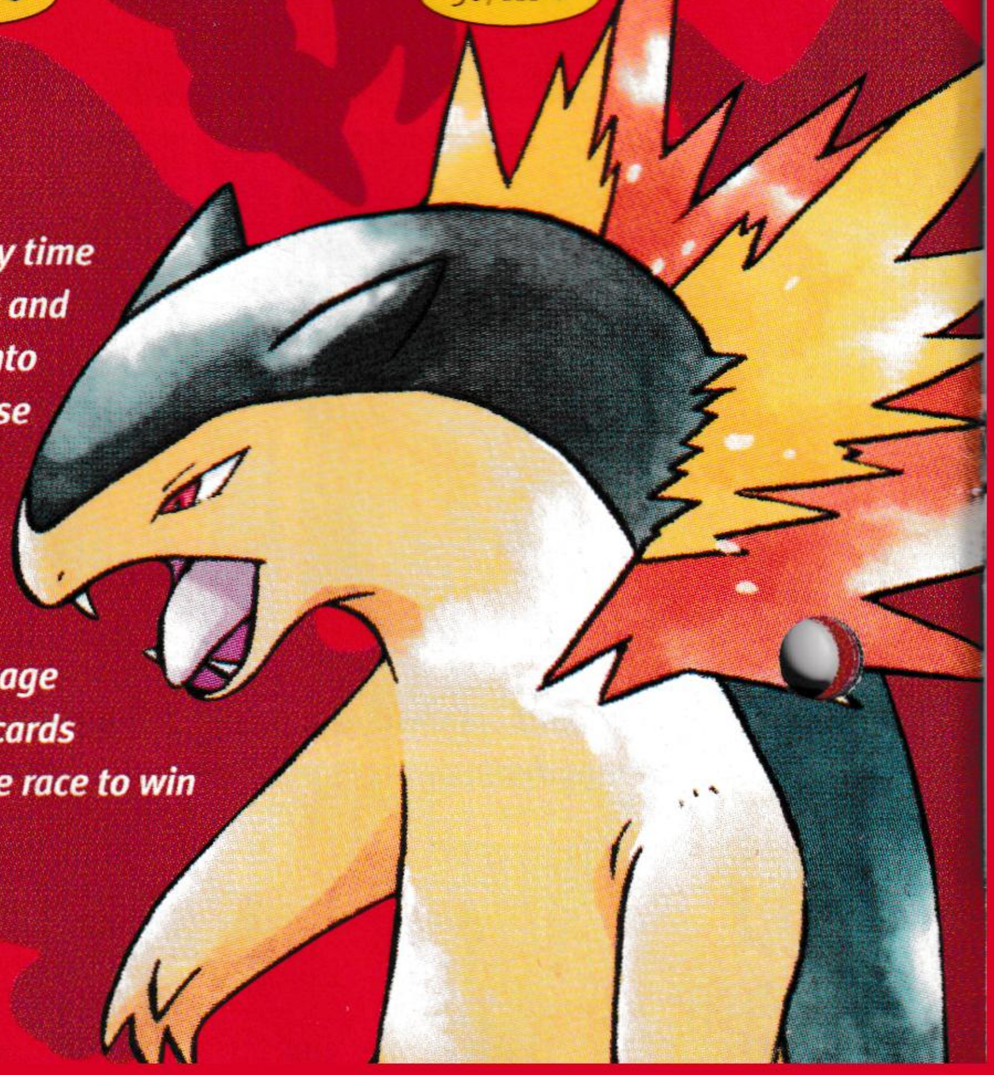
36/111

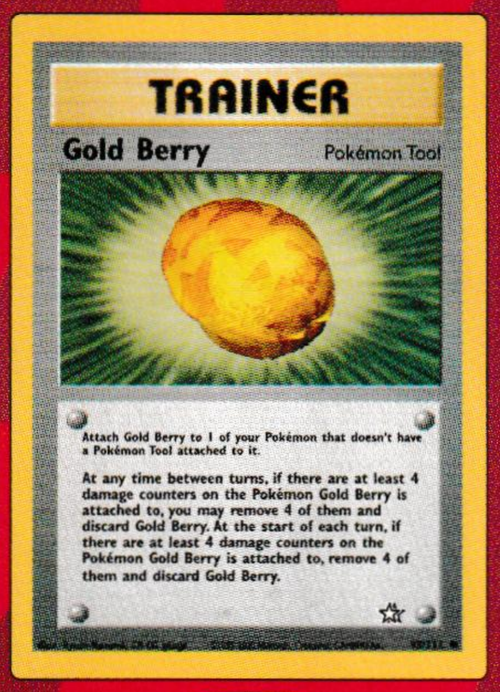
36/111 ◆

TOP 10 NEO GENESIS™ CARDS

by Master Trainer Mike Gills

After spending some quality time with the Neo Genesis *card set and doing a little bit of research into which cards are hot in Japanese tournaments these days, I've picked 10 cards that I think will have an impact on the tournament scene in the U.S. and all points West. Your mileage may vary, but knowing these cards should give you an edge in the race to win your next* **Pokémon** *battle.*




TRAINER
Gold Berry
Pokémon Tool
Attach Gold Berry to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it.
At any time between turns, if there are at least 4 damage counters on the Pokémon Gold Berry is attached to, you may remove 4 of them and discard Gold Berry. At the start of each turn, if there are at least 4 damage counters on the Pokémon Gold Berry is attached to, remove 4 of them and discard Gold Berry.

93/111 ◆

STAGE 1
Evolves from Snubbull
Put Granbull on the Basic Pokémon
Granbull
70 HP
Stage 1 Pokémon
Fairy Pokémon. Length: 4' 7", Weight: 107 lbs.
Tackle 20
Raging Charge This attack does 10 damage plus 10 damage for each damage counter on Granbull. Then, Granbull does 20 damage to itself. 10+
weakness
resistance -30
retreat cost
It is actually timid and easily spooked. If attacked, it flails about to fend off its attacker. LV. 33 #210
37/111 ◆

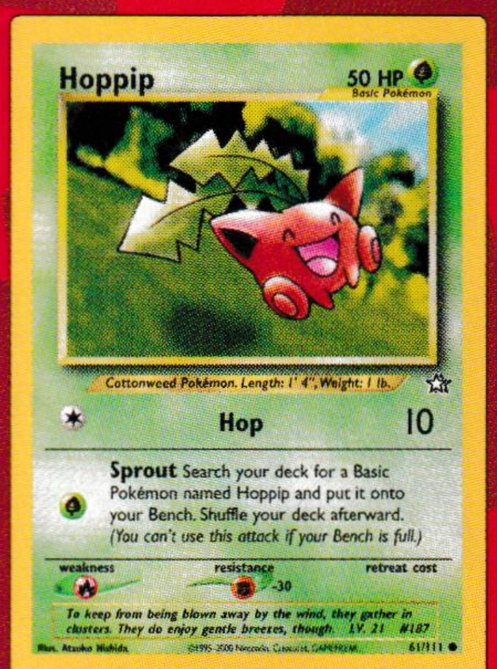
37/111 ◆

Heracross
60 HP
Basic Pokémon
Single Horn Pokémon. Length: 4' 11", Weight: 119 lbs.
Pokémon Power: Final Blow
If Heracross's remaining HP are 20 or less, you may make its Megahorn attack's base damage 120 instead of 60. This power can't be used if Heracross is Asleep, Confused, or Paralyzed.
Megahorn Flip a coin. If tails, this attack does nothing. 60
weakness
resistance
retreat cost
This powerful Pokémon thrusts its prized horn under its enemies' bellies, then lifts and throws them. LV. 28 #214
6/111 ★

6/111 ★

Hoothoot
50 HP
Basic Pokémon
Owl Pokémon. Length: 2' 4", Weight: 47 lbs.
Hypnosis The Defending Pokémon is now Asleep.
Peck 20
weakness
resistance -30
retreat cost
It always stands on one foot. It changes feet so fast that the movement can rarely be seen. LV. 17 #163
60/111 ●

60/111 ●


Hoppip
50 HP
Basic Pokémon
Cottonweed Pokémon. Length: 1' 4", Weight: 1 lb.
Hop 10
Sprout Search your deck for a Basic Pokémon named Hoppip and put it onto your Bench. Shuffle your deck afterward. (You can't use this attack if your Bench is full.)
weakness
resistance -30
retreat cost
To keep from being blown away by the wind, they gather in clusters. They do enjoy gentle breezes, though. LV. 21 #187
61/111 ●

61/111 ●

Horsea
50 HP
Basic Pokémon
Dragon Pokémon. Length: 1' 4", Weight: 18 lbs.
Fin Slap If an attack damaged Horsea during your opponent's last turn, this attack does 20 damage plus 10 more damage. If not, this attack does 20 damage. 20+
weakness
resistance
retreat cost
If attacked by a larger enemy, it quickly swims to safety by adeptly controlling its dorsal fin. LV. 22 #116
62/111 ●

62/111 ●

STAGE 2
Evolves from Skiploom
Put Jumpluff on the Stage 1 card
Jumpluff
70 HP
Stage 2 Pokémon
Cottonweed Pokémon. Length: 2' 7", Weight: 7 lbs.
Sleep Powder The Defending Pokémon is now Asleep. 20
Leech Seed If this attack damages the Defending Pokémon (after applying Weakness and Resistance), remove 1 damage counter from Jumpluff, if it has any. 20
weakness
resistance -30
retreat cost
Once it catches the wind, it deftly controls its cotton-puff spores to float, even around the world. LV. 35 #189
7/111 ★

7/111 ★

STAGE 2
Evolves from Seadra
Kingdra
90 HP
Stage 2 Pokémon
Dragon Pokémon. Length: 5' 11", Weight: 335 lbs.
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Kingdra. 30
Dragon Tornado If this attack doesn't Knock Out the Defending Pokémon, and if there are any Pokémon on your opponent's Bench, choose 1 of them and switch it with the Defending Pokémon. 50
weakness
resistance
retreat cost
It is said that it usually hides in underwater caves. It can create whirlpools by yawning. LV. 50 #230
8/111 ★

8/111 ★

STAGE 1
Evolves from Chinchou
Put Lanturn on the Basic Pokémon
Lanturn
70 HP
Stage 1 Pokémon
Light Pokémon. Length: 3' 11", Weight: 50 lbs.
Pokémon Power: Hydroelectric Power You may make Floodlight do 10 more damage for each Energy attached to Lanturn but not used to pay for Floodlight's Energy cost. This power can't be used if Lanturn is Asleep, Confused, or Paralyzed.
Floodlight Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance
retreat cost
The light it emits is so bright that it can illuminate the sea's surface from a depth of over three miles. LV. 26 #171
38/111 ◆

38/111 ◆

STAGE 1
Evolves from Ledyba
Put Ledian on the Basic Pokémon
Ledian
60 HP
Stage 1 Pokémon
Five Star Pokémon. Length: 4' 7", Weight: 78 lbs.
Baton Pass If you have any Pokémon on your Bench, remove all Energy cards from Ledian and attach them to 1 of those Pokémon, then switch Ledian with that Pokémon. 30
weakness
resistance -30
retreat cost
When the stars flicker in the night sky, Ledian flutters about, scattering a glowing powder. LV. 32 #166
39/111 ◆

39/111 ◆

Ledyba
40 HP
Basic Pokémon
Five Star Pokémon. Length: 3' 3", Weight: 24 lbs.
Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.
Comet Punch Flip 4 coins. This attack does 10 damage times the number of heads. 10x
weakness
resistance -30
retreat cost
It is very timid. It's afraid to move if alone, but it's active if in a group. LV. 19 #165
63/111 ●

63/111 ●

10. MAGBY

Magby comes in at the number 10 spot as the first of three Baby Pokémon in the list. With their great defense and no Retreat Cost, the Baby Pokémon are fantastic. Magby's Sputter attack can disrupt the best-laid plans of many Pokémon players. For ★, it does 10 damage and stops all Pokémon Powers from working until the end of your next turn. There goes Rain Dance, Prehistoric Power, Energy Trans, Invisible Wall, and every other Pokémon Power that annoys you. Sputter is better than a Goop Gas Attack while doing some damage.

Magby
Baby Pokémon counts as a Basic Pokémon
30 HP
Baby Pokémon
Live Coal Pokémon. Length: 2' 4", Weight: 47 lbs.
Evolves into Magmar
Put Magby on the Baby Pokémon
Sputter All Pokémon Powers stop working until the end of your next turn. 10
weakness
resistance
retreat cost

9. PICHU

The cutest of the cute, Pichu is also an effective Pokémon to play. Beyond its powerful Baby defense, Pichu's Zzzap attack does 20 damage to every Pokémon with a Pokémon Power, without applying Weakness and Resistance, and does all of this for only a measly ★. Pichu is a great card to use against Benched Pokémon like Blastoise, Aerodactyl, or Dark Vileplume.

Pichu
Baby Pokémon counts as a Basic Pokémon
30 HP
Baby Pokémon
Tiny Mouse Pokémon. Length: 1' 0", Weight: 4 lbs.
Evolves into Pikachu
Put Pichu on the Baby Pokémon
Zzzap Does 20 damage to each Pokémon in play that has a Pokémon Power. Don't apply Weakness and Resistance.
weakness
resistance
retreat cost

Lu-Mi

Lugia
90 HP
Basic Pokémon
Diving Pokémon. Length: 17' 1", Weight: 476 lbs.
Elemental Blast Discard a Energy card, a Energy card, and a Energy card attached to Lugia in order to use this attack. 90
weakness
resistance -30
retreat cost
It is said that it quietly spends its time deep at the bottom of the sea, because its powers are too strong. LV. 45 #249
Illus. Hironobu Yoshida
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9/111 ★

9/111 ★

Baby Pokémon counts as a Basic Pokémon
Magby
30 HP
Baby Pokémon
Live Coal Pokémon. Length: 2' 4", Weight: 47 lbs.
If this Baby Pokémon is your Active Pokémon and your opponent tries an attack, your opponent flips a coin before doing anything required in order to use that attack. If tails, your opponent's turn ends without an attack.
Evolves into Magmar Put Magmar on the Baby Pokémon
Sputter All Pokémon Powers stop working until the end of your next turn. 10
weakness
resistance
retreat cost
Each and every time it inhales and exhales, hot embers dribble out of its mouth and nostrils. LV. 5 #240
Illus. Ken Sugimori
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23/111 ★

23/111 ★

40/111 ◆

Mantine
60 HP
Basic Pokémon
Kite Pokémon. Length: 6' 11", Weight: 485 lbs.
Undulate Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Mantine. 20
weakness
resistance -30
retreat cost
Swimming freely in open seas, it may fly out of the water and over the waves if it builds up enough speed. LV. 31 #226
Illus. Ken Sugimori
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64/111 ●

64/111 ●

Mareep
40 HP
Basic Pokémon
Wool Pokémon. Length: 2' 0", Weight: 17 lbs.
Static Electricity For each Mareep in play, you may search your deck for a Energy card and attach it to Mareep. Shuffle your deck afterward.
Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance
retreat cost
If static electricity builds in its body, its fleece doubles in volume. Touching it will shock you. LV. 12 #179
Illus. Ken Sugimori
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65/111 ●

65/111 ●

Marill
40 HP
Basic Pokémon
Aquamouse Pokémon. Length: 1' 4", Weight: 19 lbs.
Defense Curl Flip a coin. If heads, prevent all damage done to Marill during your opponent's next turn. (Any other effects of attacks still happen.)
Bubble Bomb Flip a coin. If heads, the Defending Pokémon is now Paralyzed. If tails, Marill does 10 damage to itself. 30
weakness
resistance
retreat cost
The end of its tail serves as a buoy that keeps it from drowning, even in a vicious current. LV. 9 #183
Illus. Atsuko Nishida
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66/111 ●

66/111 ●

TRAINER
Mary
Draw 2 cards. Then, shuffle 2 cards from your hand into your deck.
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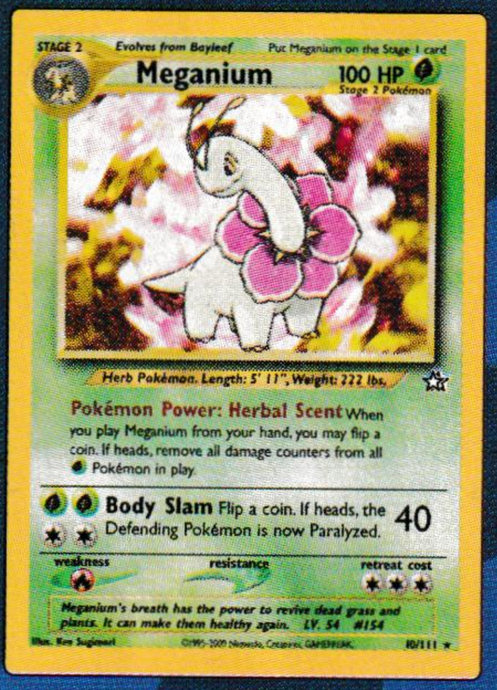
87/111 ★

87/111 ★


STAGE 2
Evolves from Bayleef
Put Meganium on the Stage 1 card
Meganium
100 HP
Stage 2 Pokémon
Herb Pokémon. Length: 5' 11", Weight: 222 lbs.
Pokémon Power: Herbal Scent When you play Meganium from your hand, you may flip a coin. If heads, remove all damage counters from all Pokémon in play.
Body Slam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 40
weakness
resistance
retreat cost
Meganium's breath has the power to revive dead grass and plants. It can make them healthy again. LV. 54 #154
Illus. Ken Sugimori
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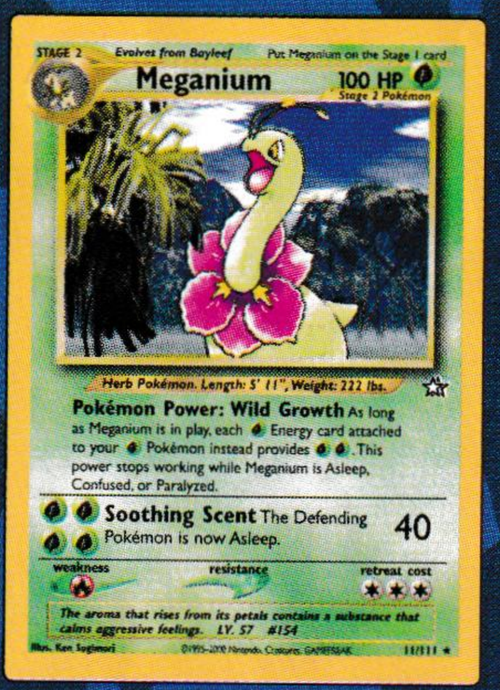
10/111 ★

10/111 ★


STAGE 2
Evolves from Bayleef
Put Meganium on the Stage 1 card
Meganium
100 HP
Stage 2 Pokémon
Herb Pokémon. Length: 5' 11", Weight: 222 lbs.
Pokémon Power: Wild Growth As long as Meganium is in play, each Energy card attached to your Pokémon instead provides . This power stops working while Meganium is Asleep, Confused, or Paralyzed.
Soothing Scent The Defending Pokémon is now Asleep. 40
weakness
resistance
retreat cost
The aroma that rises from its petals contains a substance that calms aggressive feelings. LV. 57 #154
Illus. Ken Sugimori
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11/111 ★

11/111 ★

ENERGY
Metal Energy Special Energy Card
Damage done to the Pokémon Metal Energy is attached to it is reduced by 10 (after applying Weakness and Resistance). If the Pokémon Metal Energy is attached to isn't , whenever it damages a Pokémon, reduce that damage by 10 (before applying Weakness and Resistance)
Metal Energy provides Energy. (Doesn't count as a basic Energy card.)
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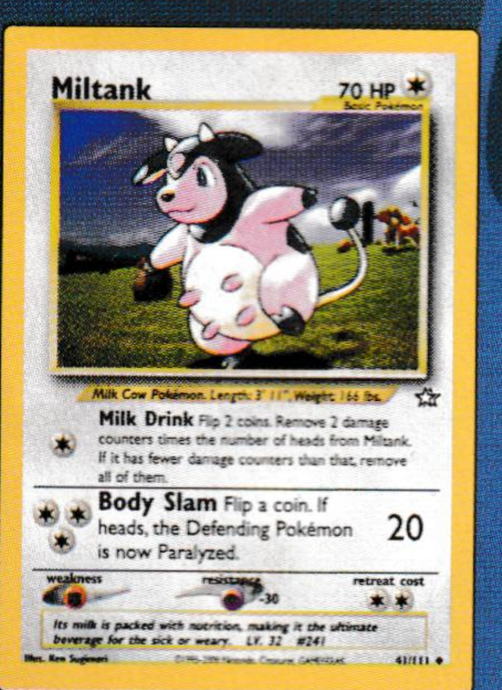
19/111 ★

19/111 ★


Miltank
70 HP
Basic Pokémon
Milk Cow Pokémon. Length: 3' 11", Weight: 166 lbs.
Milk Drink Flip 2 coins. Remove 2 damage counters times the number of heads from Miltank. If it has fewer damage counters than that, remove all of them.
Body Slam Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance -30
retreat cost
Its milk is packed with nutrition, making it the ultimate beverage for the sick or weary. LV. 32 #241
Illus. Ken Sugimori
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41/111 ◆

41/111 ◆

8. MEGANIUM

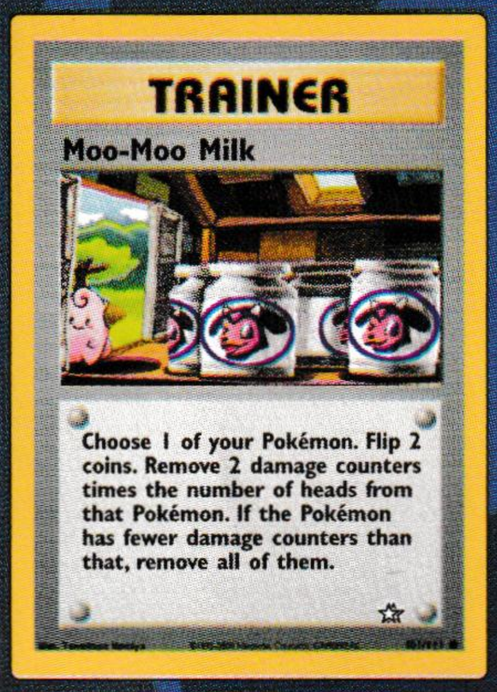
Both Meganiums are powerful Stage 2 Pokémon. Both have 100 Hit Points and a decent attack that does 40 damage. But the Lv. 57 Meganium's Soothing Scent attack puts the Defending Pokémon to sleep and has an even better Pokémon Power. While Meganium is in play, all Grass Energy cards attached to Grass Pokémon provide instead of ! Wild Growth provides a quick power-up for your Grass Pokémon and allows you to retreat for half the cost.

7. FERALIGATR

More Hit Points than Blastoise and an attack that can do a lot of damage and shuffles all discarded Water Energy back into your deck? Are you kidding? I'm going to build this deck right away! Use Feraligatr's Downpour power to discard as much Water Energy as you want. Then use Riptide to do 10 damage plus 10 more damage for each Water Energy card in your discard pile and reshuffle all that Energy back into your deck. A big attack, and you reload your deck all in one fell swoop!

TRAINER
Miracle Berry
Pokémon Tool
Attach Miracle Berry to 1 of your Pokémon that doesn't have a Pokémon Tool attached to it.
At any time between turns, if the Pokémon Miracle Berry is attached to is Asleep, Confused, Paralyzed, or Poisoned, you may remove all of those effects from that Pokémon and discard Miracle Berry. At the start of each turn, if the Pokémon Miracle Berry is attached to is Asleep, Confused, Paralyzed, or Poisoned, remove all of those effects from that Pokémon and discard Miracle Berry.

94/111 ◆


TRAINER
Moo-Moo Milk
Choose 1 of your Pokémon. Flip 2 coins. Remove 2 damage counters times the number of heads from that Pokémon. If the Pokémon has fewer damage counters than that, remove all of them.

101/111 ●

24/111 ★

Natu
30 HP
Basic Pokémon
Little Bird Pokémon. Length: 0' 8", Weight: 4 lbs.
Peck
10
Telekinesis Choose 1 of your opponent's Pokémon. This attack does 20 damage to that Pokémon. Don't apply Weakness and Resistance for this attack. (Any other effects that would happen after applying Weakness and Resistance still happen.)
weakness
resistance
retreat cost
-30

67/111 ●

95/111 ◆

STAGE 1
Evolves from Hoothoot
Put Noctowl on the Basic Pokémon
Noctowl
60 HP
Stage 1 Pokémon
Owl Pokémon. Length: 5' 3", Weight: 90 lbs.
Pokémon Power: Glaring Gaze
Once during your turn (before your attack), you may flip a coin. If heads, look at your opponent's hand. If your opponent has any Trainer cards there, choose 1 of them. Your opponent shuffles that card into his or her deck. This power can't be used if Noctowl is Asleep, Confused, or Paralyzed.
Wing Attack
30
weakness
resistance
retreat cost
-30

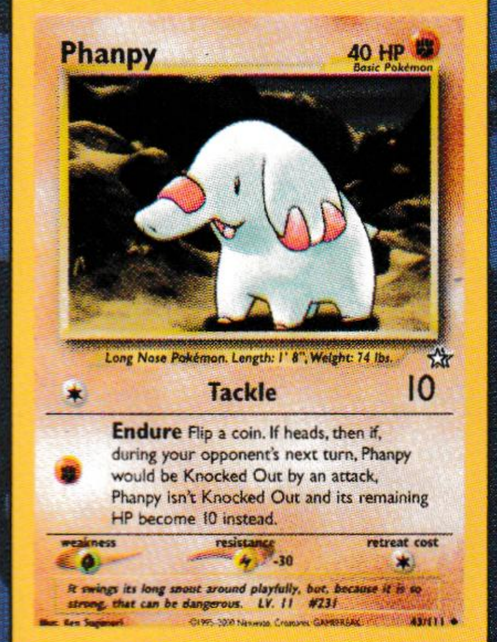
42/111 ◆

Oddish
40 HP
Basic Pokémon
Weed Pokémon. Length: 1' 8", Weight: 12 lbs.
Hide Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Oddish.
Absorb Remove a number of damage counters from Oddish equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Oddish has fewer damage counters than that, remove all of them.
20
weakness
resistance
retreat cost

68/111 ●

Onix
60 HP
Basic Pokémon
Rock Snake Pokémon. Length: 28'10", Weight: 463 lbs.
Screech Until the end of your next turn, if an attack damages the Defending Pokémon (after applying Weakness and Resistance), that attack does 20 more damage to the Defending Pokémon.
Rage Does 10 damage plus 10 more damage for each damage counter on Onix.
10+
weakness
resistance
retreat cost

69/111 ●


Phanpy
40 HP
Basic Pokémon
Long Nose Pokémon. Length: 1' 8", Weight: 74 lbs.
Tackle
10
Endure Flip a coin. If heads, then if, during your opponent's next turn, Phanpy would be Knocked Out by an attack, Phanpy isn't Knocked Out and its remaining HP become 10 instead.
weakness
resistance
retreat cost
-30

43/111 ◆

Baby Pokémon counts as a Basic Pokémon
Pichu
30 HP
Baby Pokémon
Tiny Mouse Pokémon. Length: 1' 0", Weight: 4 lbs.
Evolves into Pikachu
Put Pikachu on the Baby Pokémon
Zzzap Does 20 damage to each Pokémon in play that has a Pokémon Power. Don't apply Weakness and Resistance.
weakness
resistance
retreat cost

12/111 ★

Pikachu
50 HP
Basic Pokémon
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
Quick Attack Flip a coin. If heads, this attack does 10 damage plus 20 more damage; if tails, this attack does 10 damage.
10+
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Pikachu.
20
weakness
resistance
retreat cost

70/111 ●

6. TYPHLOSION

Move over, Charizard, there's another Fire king in Poké town. Both versions of this Pokémon are very strong, but the Lv. 57 version has a 50–50 chance of powering itself up for a huge attack when you put it into play. On a heads, its Fire Boost Pokémon Power lets you get four Fire Energy cards from your deck and attach them to Typhlosion. That's enough Energy to use its massive Flame Wheel attack. Use Devolution Spray to reset and try this trick again on a future turn.

5. RECYCLE ENERGY

This non-basic Energy card has so many uses that you should think about putting a few in every deck. Whenever this card is discarded from play, it returns to your hand, so you never have to worry about Energy Removal for any Pokémon that use Colorless Energy. Better yet, discard Recycle Energy to pay for your own Super Energy Removal or a Super Potion, and watch it bounce back to your hand. Discard it to pay Retreat Costs over and over again. This trick works well against any removal effects aimed at you as well.

Pi–Sh

neo genesis™

STAGE 1
Evolves from Swinub
Put Piloswine on the Basic Pokémon
Piloswine
80 HP
Stage 1 Pokémon
Swine Pokémon. Length: 3' 7", Weight: 123 lbs.
Freeze Flip a coin. If heads, the Defending Pokémon can't attack. (Benching or evolving the Defending Pokémon ends this effect.) 10
Blizzard Flip a coin. If heads, this attack does 10 damage to each of your opponent's Benched Pokémon. If tails, this attack does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
weakness
resistance
-30
retreat cost
Because the long hair all over its body obscures its sight, it just keeps charging repeatedly. LV. 36 #221
44/111

44/111 ◆

TRAINER
PokéGear
Look at the top 7 cards of your deck. If any of them are Trainer cards, you may show 1 of them to your opponent and put it into your hand. Shuffle your deck afterward. You can't play any more Trainer cards this turn.

88/111 ★

TRAINER
Pokémon March
Your opponent may search his or her deck for 1 Basic Pokémon card and put it onto his or her Bench. Then, you may search your deck for 1 Basic Pokémon card and put it onto your Bench. Then, each player shuffles his or her deck. (A player can't do any of this if his or her Bench is full.)

102/111 ●

96/111 ◆

STAGE 1
Evolves from Wooper
Put Quagsire on the Basic Pokémon
Quagsire
70 HP
Stage 1 Pokémon
Water Fish Pokémon. Length: 4' 7", Weight: 165 lbs.
Surf 30
Earthquake Does 10 damage to each of your own Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 60
weakness
resistance
-30
retreat cost
Due to its relaxed and carefree attitude, it often bumps its head on boulders and boat hulls as it swims. LV. 33 #195
45/111

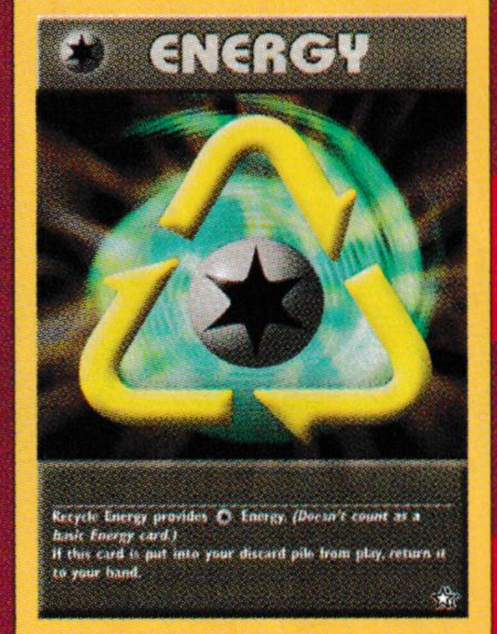
45/111 ◆

STAGE 1
Evolves from Cyndaquil
Put Quilava on the Basic Pokémon
Quilava
60 HP
Stage 1 Pokémon
Volcano Pokémon. Length: 2' 11", Weight: 42 lbs.
Ember Discard 1 Energy card attached to Quilava in order to use this attack. 30
Fire Wind If your opponent has any Benched Pokémon, choose 1 of them. Flip 2 coins. For each heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance.) 20
weakness
resistance
retreat cost
This Pokémon is fully covered by nonflammable fur. It can withstand any kind of fire attack. LV. 28 #156
46/111

46/111 ◆

STAGE 1
Evolves from Cyndaquil
Put Quilava on the Basic Pokémon
Quilava
70 HP
Stage 1 Pokémon
Volcano Pokémon. Length: 2' 11", Weight: 42 lbs.
Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 20
Char If the Defending Pokémon doesn't have a Char counter on it, flip a coin. If heads, put a Char counter on it. A Char counter requires your opponent to flip a coin after every turn. If tails, put 2 damage counters on the Pokémon with that Char counter. (Char counters stay on the Pokémon as long as it's in play.) 30
weakness
resistance
retreat cost
Be careful if it turns its back during battle. It seems like it will attack with the fire on its back. LV. 35 #156
47/111

47/111 ◆


ENERGY
Recycle Energy provides Energy. (Doesn't count as a Basic Energy card.)
If this card is put into your discard pile from play, return it to your hand.

105/111 ★

STAGE 1
Evolves from Horsea
Put Seadra on the Basic Pokémon
Seadra
70 HP
Stage 1 Pokémon
Dragon Pokémon. Length: 3' 11", Weight: 55 lbs.
Bubble Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
Mud Splash If your opponent has any Benched Pokémon, choose 1 of them and flip a coin. If heads, this attack does 10 damage to that Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 30
weakness
resistance
retreat cost
An examination of its cells revealed the presence of a gene not found in Horsea. It became a hot topic. LV. 36 #117
48/111

48/111 ◆

Sentret
40 HP
Basic Pokémon
Scout Pokémon. Length: 2' 7", Weight: 13 lbs.
Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads. 10x
weakness
resistance
-30
retreat cost
A very cautious Pokémon, it raises itself up using its tail to get a better view of its surroundings. LV. 13 #161
71/111

71/111 ●

Shuckle
50 HP
Basic Pokémon
Mold Pokémon. Length: 2' 0", Weight: 45 lbs.
Withdraw Flip a coin. If heads, prevent all damage done to Shuckle during your opponent's next turn. (Any other effects of attacks still happen.)
Wrap Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20
weakness
resistance
retreat cost
The Berries it stores in its rusuliko shell decompose and become a gooey liquid. LV. 32 #213
72/111

72/111 ●

4. SNEASEL

Okay, let me get this straight. Sneasel is a Basic Pokémon with 60 Hit Points, no Retreat Cost, and Resistance to Psychic, and its Beat Up attack can do 40 damage on one heads and can possibly do up to 140, or more? Wow! I will definitely play this Pokémon! Don't forget that the effects of Darkness Energy are cumulative, so the more you attach, the more extra damage the attack does.

Ampharos
80 HP
Light Pokémon. Length: 4' 7", Weight: 136 lbs.
Gigaspark Flip a coin. If heads, the Defending Pokémon is now Paralyzed and this attack does 10 damage to each of your opponent's Benched Pokémon. (Don't apply Weakness and Resistance for Benched Pokémon.) 40
weakness
resistance
retreat cost

3. SPROUT TOWER

Ding dong, the Wigglytuff is dead! Wigglytuff and many other strong Colorless Pokémon (like Chansey and Ditto) have dominated the game for such a long time that you normally have to build your decks just to beat those cards. Finally a card comes along to help bring balance back to the game. This Stadium card basically gives all Pokémon Resistance to attacks from Colorless Pokémon in addition to their normal Resistance. All I can say is, "It's about time!"

TRAINER
Sprout Tower
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
All damage done by Pokémon's attacks is reduced by 30 (after applying Weakness and Resistance).

Sk–Su

neo genesis™

Skarmory
60 HP
Basic Pokémon
Armor Bird Pokémon. Length: 5' 7", Weight: 111 lbs.
Claw Flip a coin. If tails, this attack does nothing. 20
Steel Wing Flip a coin. If heads, all damage done by attacks to Skarmory during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance). 30
weakness
resistance
-30
retreat cost
Its sturdy wings look heavy, but they are actually hollow and light, allowing it to fly freely in the sky. LV. 30 #227
Illus. Ken Sugimori
13/111 ★

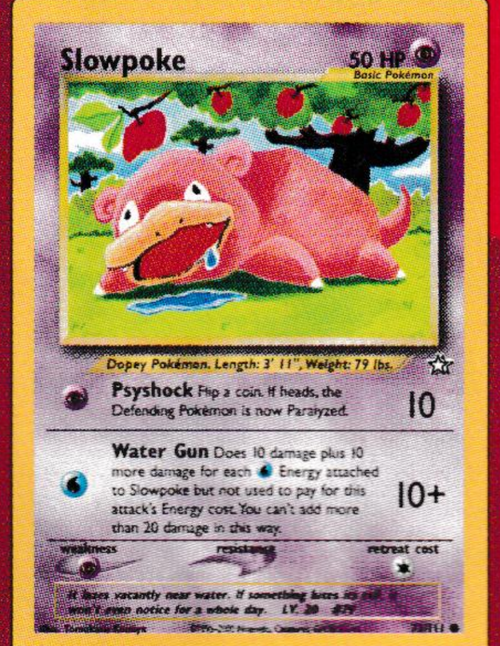
13/111 ★

STAGE 1
Evolves from Hoppip
Put Skiploom on the Basic Pokémon
Skiploom
60 HP
Stage 1 Pokémon
Cottonweed Pokémon. Length: 2' 0", Weight: 2 lbs.
Poisonpowder The Defending Pokémon is now Poisoned. 10
Stun Spore Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
weakness
resistance
-30
retreat cost
The bloom on top of its head opens and closes as the temperature fluctuates up and down. LV. 28 #188
Illus. Atsuko Nishida
49/111 ◆

49/111 ◆

STAGE 1
Evolves from Slowpoke
Put Slowking on the Basic Pokémon
Slowking
80 HP
Stage 1 Pokémon
Royal Pokémon. Length: 6' 7", Weight: 175 lbs.
Pokémon Power: Mind Games Whenever your opponent plays a Trainer card, you may flip a coin. If heads, that card does nothing. Put it on top of your opponent's deck. This power can't be used if Slowking is Asleep, Confused, or Paralyzed.
Mind Blast Flip a coin. If heads, this attack does 20 damage plus 10 more damage and the Defending Pokémon is now Confused. If tails, this attack does 20 damage. 20+
weakness
resistance
retreat cost
When its head was bitten, taxins entered Slowpoke's head and unlocked an extraordinary power. LV. 39 #199

14/111 ★


Slowpoke
50 HP
Basic Pokémon
Dopey Pokémon. Length: 3' 11", Weight: 79 lbs.
Psyshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
Water Gun Does 10 damage plus 10 more damage for each Energy attached to Slowpoke but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 10+
weakness
resistance
retreat cost
It lives vacantly near water. If something lives its evil, it won't even notice for a whole day. LV. 20 #79

73/111 ●

Sneasel
60 HP
Basic Pokémon
Sharp Claw Pokémon. Length: 2' 11", Weight: 62 lbs.
Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads. 10x
Beat Up Flip a coin for each of your Pokémon in play (including this one). This attack does 20 damage times the number of heads. 20x
weakness
resistance
-30
retreat cost
Its paws conceal sharp claws. If attacked, it suddenly extends the claws and startles its enemy. LV. 34 #215
Illus. Ken Sugimori
25/111 ★

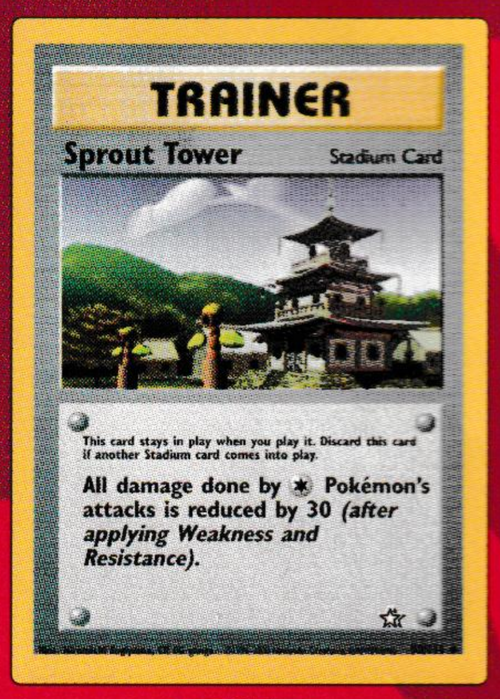
25/111 ★

Snubbull
50 HP
Basic Pokémon
Fairy Pokémon. Length: 2' 0", Weight: 17 lbs.
Roar Flip a coin. If heads and if your opponent has any Benched Pokémon, he or she chooses 1 of them and switches it with the Defending Pokémon. (Do the damage before switching the Pokémon.)
Lick Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
weakness
resistance
-30
retreat cost
Although it looks frightening, it is actually kind and affectionate. It is very popular. LV. 19 #209
Illus. Mitsuhiro Arita
74/111 ●

74/111 ●

Spinarak
40 HP
Basic Pokémon
String Spit Pokémon. Length: 1' 8", Weight: 19 lbs.
Scary Face Flip a coin. If heads, until the end of your opponent's next turn the Defending Pokémon can't attack or retreat.
String Shot Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
weakness
resistance
retreat cost
It lies still in the same pose for days in its web, waiting for its unsuspecting prey to wander close. LV. 15 #167
Illus. Ken Sugimori
75/111 ●

75/111 ●


TRAINER
Sprout Tower
Stadium Card
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
All damage done by ✱ Pokémon's attacks is reduced by 30 (after applying Weakness and Resistance).

97/111 ◆

Stantler
60 HP
Basic Pokémon
Big Horn Pokémon. Length: 4' 7", Weight: 157 lbs.
Stomp Flip a coin. If heads, this attack does 20 damage plus 10 more damage; if tails, this attack does 20 damage. 20+
Mystifying Horns Flip a coin. If heads, the Defending Pokémon is now Confused. 20
weakness
resistance
-30
retreat cost
The curved antlers subtly change the flow of air to create a strange space where reality is distorted. LV. 29 #234
76/111 ●

76/111 ●

STAGE 1
Evolves from Onix
Put Steelix on the Basic Pokémon
Steelix
110 HP
Stage 1 Pokémon
Iron Snake Pokémon. Length: 30' 2", Weight: 882 lbs.
Tackle 20
Tail Crush Flip a coin. If heads, this attack does 30 damage plus 20 more damage; if tails, this attack does 30 damage. 30+
weakness
resistance
-30
retreat cost
Its body has been compressed deep under the ground. As a result, it is even harder than a diamond. LV. 64 #208
15/111 ★

15/111 ★

Sudowoodo
60 HP
Basic Pokémon
Imitation Pokémon. Length: 3' 11", Weight: 84 lbs.
Flail Does 10 damage times the number of damage counters on Sudowoodo. 10x
Rock Throw 30
weakness
resistance
retreat cost
Although it always pretends to be a tree, its composition appears to be closer to a rock than a plant. LV. 29 #185
Illus. Ken Sugimori
77/111 ●

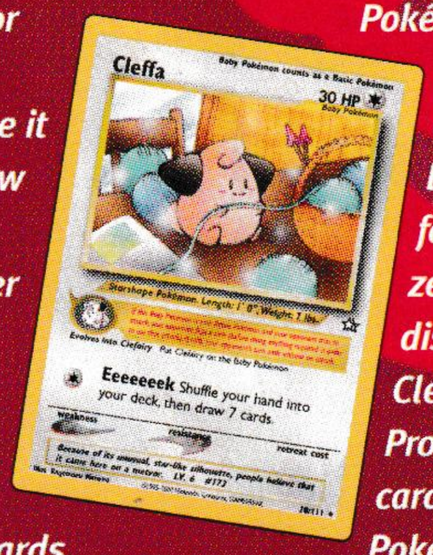
77/111 ●

2. PROFESSOR ELM

Card-drawing has proven time and again to be a powerful way to win Pokémon battles, so Professor Oak has been the most-used Trainer card...until now. Professor Elm could seriously take Professor Oak's place (or work alongside him). Instead of discarding your hand, shuffle it back into your deck and then draw a new hand of seven cards. While it does have the drawback that you can't play any other Trainer cards that turn, you still can play that Energy card or Pokémon that you've been waiting for right away. Professor Elm gives you the card-drawing power of Oak without the worries of running out of cards.

1. CLEFFA

Multiple copies of this cute Pokémon will end up in almost every tournament deck you'll see (it does in Japan right now). Beyond its defense as a Baby Pokémon, Cleffa's Eeeeeeek attack lets you shuffle your hand back into your deck and draw seven new cards (just like Professor Elm, except you can do it every turn). Don't forget, you can use Eeeeeeek with a hand of zero cards to reload your hand (you just discard zero cards). Like Professor Elm, Cleffa's Eeeeeeek attack is better than Professor Oak because you don't have to discard any cards. If you want to win, put this Pokémon in all of your decks.


Cleffa
Baby Pokémon counts as a Basic Pokémon
30 HP
Baby Pokémon
Starshape Pokémon. Length: 1' 0", Weight: 7 lbs.
Evolves into Clefairy
Put Clefairy on the Baby Pokémon
Eeeeeeek Shuffle your hand into your deck, then draw 7 cards.
weakness
resistance
retreat cost
Because of its unusual, star-like silhouette, people believe that it came here on a meteor. LV. 6 #173
Illus. Toyokazu Mizuno
78/111 ◆

Su-Xa

neo genesis™

STAGE 1
Evolves from Sunkern
Put Sunflora on the Basic Pokémon
Sunflora
70 HP
Stage 1 Pokémon
Sun Pokémon. Length: 2' 7", Weight: 19 lbs.
Petal Dance Flip 3 coins. This attack does 30 damage times the number of heads. Sunflora is now Confused (after doing damage).
30x
weakness
resistance
retreat cost
It converts sunlight into energy. In the darkness after sunset, it closes its petals and becomes still. LV. 36 #192
Illus. Kagemaru Himeno
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50/111 ◆

50/111 ◆

Sunkern
40 HP
Basic Pokémon
Seed Pokémon. Length: 1' 0", Weight: 4 lbs.
Growth Flip a coin. If heads, you may attach up to 2 Energy cards from your hand to Sunkern.
Mega Drain Remove a number of damage counters from Sunkern equal to half the damage done to the Defending Pokémon (after applying Weakness and Resistance) (rounded up to the nearest 10). If Sunkern has fewer damage counters than that, remove all of them.
30
weakness
resistance
retreat cost
It may drop out of the sky suddenly. If attacked by a Spearow, it violently shakes its leaves. LV. 16 #191
Illus. Kagemaru Himeno
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78/111 ●

78/111 ●

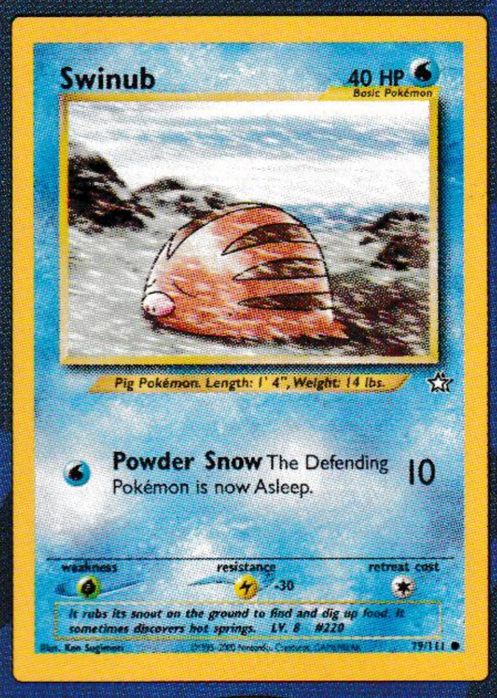
TRAINER
Super Energy Retrieval
Trade 2 of the other cards in your hand for 4 basic Energy cards from your discard pile. If you have fewer than 4 basic Energy cards there, take all of them.

89/111 ★

TRAINER
Super Rod
Flip a coin. If heads, put an Evolution card from your discard pile, if any, into your hand. If tails, put a Basic Pokémon card from your discard pile, if any, into your hand.

103/111 ●

98/111 ◆


Swinub
40 HP
Basic Pokémon
Pig Pokémon. Length: 1' 4", Weight: 14 lbs.
Powder Snow The Defending Pokémon is now Asleep.
10
weakness
resistance
-30
retreat cost
It rubs its snout on the ground to find and dig up food. It sometimes discovers hot springs. LV. 8 #220
79/111 ●

79/111 ●

TRAINER
Time Capsule
Your opponent may choose 5 Basic Pokémon, Evolution, and/or basic Energy cards in his or her discard pile. (If your opponent doesn't have that many, he or she chooses all or none of them.) If your opponent chooses any cards, he or she shuffles them into his or her deck. Either way, you may do the same, and you can't play any more Trainer cards this turn.

90/111 ★

Togepi
40 HP
Basic Pokémon
Spike Ball Pokémon. Length: 1' 0", Weight: 3 lbs.
Poison Barb The Defending Pokémon is now Poisoned.
10
weakness
resistance
-30
retreat cost
A proverb claims that happiness will come to anyone who can make a sleeping Togepi stand up. LV. 14 #175
Illus. Naoyo Kimura
©1995-2000 Nintendo, Creatures, GAMEFREAK
51/111 ◆

51/111 ◆

STAGE 1
Evolves from Togepi
Put Togetic on the Basic Pokémon
Togetic
60 HP
Stage 1 Pokémon
Happiness Pokémon. Length: 2' 0", Weight: 7 lbs.
Super Metronome Flip a coin. If heads, choose an attack of 1 of your opponent's Pokémon. Super Metronome copies that attack except for its Energy costs. (You must still do anything else in order to use that attack.) (No matter what type the Defending Pokémon is, Togetic's type is still .) Togetic performs that attack. (Togetic can make that attack even if it does not have the appropriate number or type of Energy attached to it necessary to make the attack.)
Fly Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Togetic; if tails, this attack does nothing (not even damage).
30
weakness
resistance
-30
retreat cost
They say that it will appear before kindhearted, caring people and shower them with happiness. LV. 31 #176
Illus. Ken Sugimori
©1995-2000 Nintendo, Creatures, GAMEFREAK
16/111 ★

16/111 ★

Totodile
40 HP
Basic Pokémon
Big Jaw Pokémon. Length: 2' 0", Weight: 21 lbs.
Bite
10
Rage Does 10 damage plus 10 more damage for each damage counter on Totodile.
10+
weakness
resistance
retreat cost
It is small but rough and tough. It won't hesitate to take a bite out of anything that moves. LV. 13 #158
Illus. Ken Sugimori
©1995-2000 Nintendo, Creatures, GAMEFREAK
80/111 ●

80/111 ●

Totodile
50 HP
Basic Pokémon
Big Jaw Pokémon. Length: 2' 0", Weight: 21 lbs.
Leer Flip a coin. If heads, the Defending Pokémon can't attack Totodile during your opponent's next turn. (Benching or evolving either Pokémon ends this effect.)
Fury Swipes Flip 3 coins. This attack does 10 damage times the number of heads.
10x
weakness
resistance
retreat cost
Its well-developed jaws are powerful and capable of crushing anything. Even its trainer must be careful. LV. 20 #159
Illus. Mitsuhiro Arita
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81/111 ●

81/111 ●

STAGE 2
Evolves from Quilava
Put Typhlosion on the Stage 1 card
Typhlosion
100 HP
Stage 2 Pokémon
Volcano Pokémon. Length: 5' 7", Weight: 175 lbs.
Pokémon Power: Fire Recharge Once during your turn (before your attack), you may flip a coin. If heads, attach a Energy card from your discard pile to 1 of your Pokémon. This power can't be used if Typhlosion is Asleep, Confused, or Paralyzed.
Flame Burst Flip a coin. If heads, this attack does 60 damage plus 20 more damage and does 20 damage to Typhlosion. If tails, this attack does 60 damage.
60+
weakness
resistance
retreat cost
If its rage peaks, it becomes so hot that anything that touches it will instantly go up in flames. LV. 55 #157
Illus. Shin-ichi Yoshida
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17/111 ★

17/111 ★

STAGE 2
Evolves from Quilava
Put Typhlosion on the Stage 1 card
Typhlosion
100 HP
Stage 2 Pokémon
Volcano Pokémon. Length: 5' 7", Weight: 175 lbs.
Pokémon Power: Fire Boost When you play Typhlosion from your hand, you may flip a coin. If heads, search your deck for up to 4 Energy cards and attach them to Typhlosion. Shuffle your deck afterward.
Flame Wheel Discard 3 Energy cards attached to Typhlosion in order to use this attack. Do 20 damage to each Benched Pokémon (yours and your opponent's). (Don't apply Weakness and Resistance for Benched Pokémon.)
80
weakness
resistance
retreat cost
It has a secret, devastating move. It rubs its blazing fur together to cause huge explosions. LV. 57 #157
Illus. Ken Sugimori
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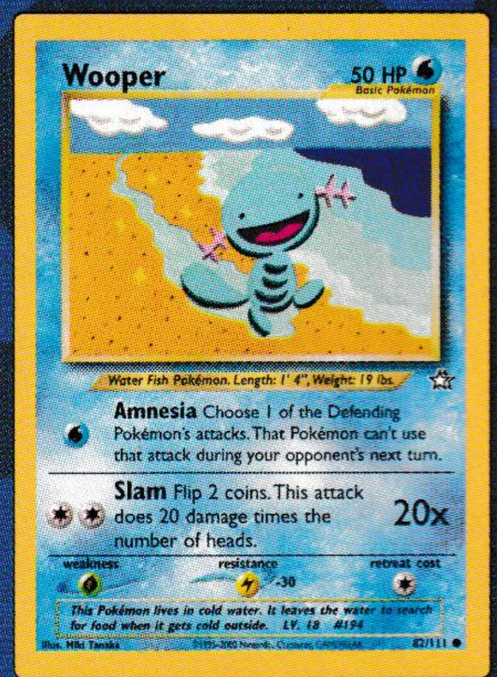
18/111 ★

18/111 ★


Wooper
50 HP
Basic Pokémon
Water Fish Pokémon. Length: 1' 4", Weight: 19 lbs.
Amnesia Choose 1 of the Defending Pokémon's attacks. That Pokémon can't use that attack during your opponent's next turn.
Slam Flip 2 coins. This attack does 20 damage times the number of heads.
20x
weakness
resistance
-30
retreat cost
This Pokémon lives in cold water. It leaves the water to search for food when it gets cold outside. LV. 18 #194
Illus. Miki Tanaka
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82/111 ●

82/111 ●

STAGE 1
Evolves from Natu
Put Xatu on the Basic Pokémon
Xatu
80 HP
Stage 1 Pokémon
Mystic Pokémon. Length: 4' 11", Weight: 33 lbs.
Prophecy Look at the top 3 cards of either player's deck and rearrange them as you like.
Confuse Ray Flip a coin. If heads, the Defending Pokémon is now Confused.
30
weakness
resistance
-30
retreat cost
They say that it stays still and quiet because it is seeing both the past and future at the same time. LV. 45 #178
Illus. Ken Sugimori
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52/111 ◆

52/111 ◆

neo genesis™

CARD CHECKLIST

☐	1/111	★	Ampharos	Stage 2	☐	57/111	●	Cyndaquil Lv. 21	Basic
☐	2/111	★	Azumarill	Stage 1	☐	58/111	●	Girafarig	Basic
☐	3/111	★	Bellossom	Stage 2	☐	59/111	●	Gligar	Basic
☐	4/111	★	Feraligatr Lv. 56	Stage 2	☐	60/111	●	Hoothoot	Basic
☐	5/111	★	Feraligatr Lv. 69	Stage 2	☐	61/111	●	Hopip	Basic
☐	6/111	★	Heracross	Basic	☐	62/111	●	Horsea	Basic
☐	7/111	★	Jumpluff	Stage 2	☐	63/111	●	Ledyba	Basic
☐	8/111	★	Kingdra	Stage 2	☐	64/111	●	Mantine	Basic
☐	9/111	★	Lugia	Basic	☐	65/111	●	Mareep	Basic
☐	10/111	★	Meganium Lv. 54	Stage 2	☐	66/111	●	Marill	Basic
☐	11/111	★	Meganium Lv. 57	Stage 2	☐	67/111	●	Natu	Basic
☐	12/111	★	Pichu	Baby	☐	68/111	●	Oddish	Basic
☐	13/111	★	Skarmory	Basic	☐	69/111	●	Onix	Basic
☐	14/111	★	Slowking	Stage 1	☐	70/111	●	Pikachu	Basic
☐	15/111	★	Steelix	Stage 1	☐	71/111	●	Sentret	Basic
☐	16/111	★	Togetic	Stage 1	☐	72/111	●	Shuckle	Basic
☐	17/111	★	Typhlosion Lv. 55	Stage 2	☐	73/111	●	Slowpoke	Basic
☐	18/111	★	Typhlosion Lv. 57	Stage 2	☐	74/111	●	Snubbull	Basic
☐	19/111	★	Metal Energy	Energy	☐	75/111	●	Spinarak	Basic
☐	20/111	★	Cleffa	Baby	☐	76/111	●	Stantler	Basic
☐	21/111	★	Donphan	Stage 1	☐	77/111	●	Sudowoodo	Basic
☐	22/111	★	Elekid	Baby	☐	78/111	●	Sunkern	Basic
☐	23/111	★	Magby	Baby	☐	79/111	●	Swinub	Basic
☐	24/111	★	Murkrow	Basic	☐	80/111	●	Totodile Lv. 13	Basic
☐	25/111	★	Sneasel	Basic	☐	81/111	●	Totodile Lv. 20	Basic
☐	26/111	◆	Aipom	Basic	☐	82/111	●	Wooper	Basic
☐	27/111	◆	Ariados	Stage 1	☐	83/111	★	Arcade Game	Trainer
☐	28/111	◆	Bayleef Lv. 22	Stage 1	☐	84/111	★	Ecogym	Stadium
☐	29/111	◆	Bayleef Lv. 39	Stage 1	☐	85/111	★	Energy Charge	Trainer
☐	30/111	◆	Clefairy	Basic	☐	86/111	★	Focus Band	Pokémon Tool
☐	31/111	◆	Croconaw Lv. 34	Stage 1	☐	87/111	★	Mary	Trainer
☐	32/111	◆	Croconaw Lv. 41	Stage 1	☐	88/111	★	PokéGear	Trainer
☐	33/111	◆	Electabuzz	Basic	☐	89/111	★	Super Energy Retrieval	Trainer
☐	34/111	◆	Flaaffy	Stage 1	☐	90/111	★	Time Capsule	Trainer
☐	35/111	◆	Furret	Stage 1	☐	91/111	◆	Bill's Teleporter	Trainer
☐	36/111	◆	Gloom	Stage 1	☐	92/111	◆	Card-Flip Game	Trainer
☐	37/111	◆	Granbull	Stage 1	☐	93/111	◆	Gold Berry	Pokémon Tool
☐	38/111	◆	Lanturn	Stage 1	☐	94/111	◆	Miracle Berry	Pokémon Tool
☐	39/111	◆	Ledian	Stage 1	☐	95/111	◆	New Pokédex	Trainer
☐	40/111	◆	Magmar	Basic	☐	96/111	◆	Professor Elm	Trainer
☐	41/111	◆	Miltank	Basic	☐	97/111	◆	Sprout Tower	Stadium
☐	42/111	◆	Noctowl	Stage 1	☐	98/111	◆	Super Scoop Up	Trainer
☐	43/111	◆	Phanpy	Basic	☐	99/111	●	Berry	Pokémon Tool
☐	44/111	◆	Piloswine	Stage 1	☐	100/111	●	Double Gust	Trainer
☐	45/111	◆	Quagsire	Stage 1	☐	101/111	●	Moo-Moo Milk	Trainer
☐	46/111	◆	Quilava Lv. 28	Stage 1	☐	102/111	●	Pokémon March	Trainer
☐	47/111	◆	Quilava Lv. 35	Stage 1	☐	103/111	●	Super Rod	Trainer
☐	48/111	◆	Seadra	Stage 1	☐	104/111	★	Darkness Energy	Energy
☐	49/111	◆	Skiploom	Stage 1	☐	105/111	★	Recycle Energy	Energy
☐	50/111	◆	Sunflora	Stage 1	☐	106/111		Fighting Energy	Energy
☐	51/111	◆	Togepi	Basic	☐	107/111		Fire Energy	Energy
☐	52/111	◆	Xatu	Stage 1	☐	108/111		Grass Energy	Energy
☐	53/111	●	Chikorita Lv. 12	Basic	☐	109/111		Lightning Energy	Energy
☐	54/111	●	Chikorita Lv. 19	Basic	☐	110/111		Psychic Energy	Energy
☐	55/111	●	Chinchou	Basic	☐	111/111		Water Energy	Energy
☐	56/111	●	Cyndaquil Lv. 14	Basic					

RARITY LEGEND

★ Rare Holofoil ★ Rare ◆ Uncommon ● Common

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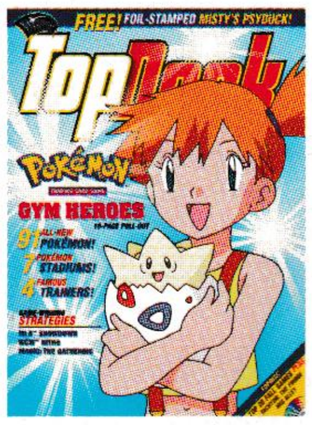

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